

# CHARIOT THEME LISTS

## Historicon 2008

This collection of army lists has been prepared for use with the Warrior® rules at the Chariot Theme tournament scheduled for Historicon 2008. It is based upon Biblical Warrior, updated with all posted errata to date, but it includes many changes and a number of X- and special list rules that may be incorporated into a revised Biblical Warrior to be reissued at some time in the future. In updating these lists, we have made a serious effort to reassess chariot warfare, and in the process to redress some imbalances that have crept in over time, while staying close to the available source material. We have also drawn on techniques developed after the publication of Biblical Warrior and applied them here where they seem to make sense. Finally, we have tried to make these lists reflect more accurately the diversity of alliances that were characteristic of the period.

### BIBLICAL CHARIOT RULES

Chariots dominated Near Eastern battlefields for a millennium, and became the defining arm of the period. The Battle Carts and Straddle-cars that appear in some early lists are treated as chariots for the purposes of these rules. The following rules apply to chariots in all Biblical Warrior lists:

1. Except where expressly stated otherwise, HCh with missile-armed crew may skirmish, if otherwise eligible, provided (in the case of 4-horse HCh) they are not more than one rank deep.
2. LCh is not an eligible charge target for light troops (other than LCh) as an exception to Warrior Rules 6.161, unless the target is unsteady or the chargers are starting at least partially behind the target's flank (Warrior Rules 1.26).
3. If chariots are in the front rank of a combined unit with a foot detachment, then (a) such units are not subject to the second and third bullets of Warrior Rules 1.163K (cancelled charges), and (b) the chariot portion of such a unit may be impetuous, if otherwise eligible, even if the detachment portion is non-impetuous foot.
4. Chariot crewmen eligible to shoot under Warrior Rules 8.4 count the 1<sup>st</sup> such crewman shooting from each chariot as 3 figures, a 2<sup>nd</sup> as 2 figures and a 3<sup>rd</sup> or more as 1 figure each.
5. LMI chariot runners shoot in the same circumstances as LI chariot runners per the 11<sup>th</sup> bullet of Warrior Rules 8.7.
6. HCh and LCh may not be mixed in a single unit, even in cases in which LCh may be upgraded to HCh.

### ASSYRIAN INFANTRY RULES

The Assyrian army was highly trained, tactically proficient and imbued with a tradition of victory unequalled in the period. The Assyrians also cultivated a reputation for ferocity and state terrorism designed to intimidate their enemies and deter their often-rebellious subjects. Their arms and methods appear to have been imitated, with more or less success, by some of their rivals and those most exposed to their depredations. The following rules apply to designated troops in Biblical Warrior Lists 21, 25, 28, 29, 31 and 35, which troops are referred to here as Assyrian Infantry (regardless of actual ethnic identity).

1. Detachments of Assyrian Infantry are not subject to the movement restrictions of the 5<sup>th</sup> paragraph of Warrior Rules 2.53, but may still march to rejoin a parent body without prompting.
2. Assyrian Infantry are eager if their front rank is entirely Reg B, subject to cancellation per Warrior Rules 5.11 (i.e., subject to more than one cause of unease).
3. Loose order Assyrian Infantry can voluntarily interpenetrate any other body or rank of loose order Assyrian Infantry, as an exception to Warrior Rules 6.52, without disordering either body, and are not subject to the limitation on shooting in the last sentence of the 6<sup>th</sup> paragraph of Warrior Rules 6.52. Assyrian Infantry

who interpenetrate in a charge are disordered as usual and those who exceed their movement allowance in an interpenetration remain subject to the limitations on charging and shooting in that paragraph.

4. Steady Reg A/B Assyrian Infantry armed with JLS/LTS fight two full ranks with those weapons at all times, as an exception to Warrior Rules 9.23.

### **BARBARIAN INFANTRY RULES**

The following rules apply, in the case of rule 1, to irregular close and loose order infantry in all lists in Biblical Warrior and, in the case of rules 2 and 3, except where expressly stated not to apply, which troops are referred to here as Barbarian Infantry.

1. Loose order Barbarian Infantry may march on segment 3 if desired but take a fatigue point (FP) for doing so.
2. A body of Barbarian Infantry with more than 8 elements fights with 1/3 3<sup>rd</sup> and 4<sup>th</sup> ranks of elements directly behind those eligible to fight if the body meets all the following requirements:
  - a. Charged or countercharged this bound or contacted opponents in a converted charge in the previous bound;
  - b. The 1<sup>st</sup> and 2<sup>nd</sup> ranks are ALL armed with a close combat weapon other than SA and/or IPW;
  - c. The 3<sup>rd</sup> and 4<sup>th</sup> ranks each contain at least one element armed with a close combat weapon other than SA and/or IPW;
  - d. Does not contain any element with 2HCT and/or HTW combined with another weapon; and
  - e. Contains at least one element of C morale grade class or better troops.The 3<sup>rd</sup> and 4<sup>th</sup> ranks fight as "Other Weapons" but get no other Weapons Factors; they do count all Tactical Factors.
3. A body of Barbarian Infantry with more than 8 elements is eager while any friendly body that does not include LC and/or LI within 240 paces is charging in the current bound or already in H-T-H combat and not shaken or broken.

### **GREEK INFANTRY RULES**

The following rules apply to List 27 (Cypriot), Ionian Greek Hoplites, List 28 (Neo-Babylonian, Late Period), Greek Mercenary Hoplites, and List 33 (Phrygian, Late Period), Ionian Greek Hoplites, which troops are referred to here as Hoplites.

1. Hoplites fight two full ranks in all circumstances if steady, and also fight two full ranks regardless of troop state if charging or countercharging enemy foot, and fight additional figures in subsequent ranks when charging, countercharging or pursuing where permitted by applicable List Rules.
2. Hoplites who are willing or eager do not have their charge cancelled by frontal charges declared on them by bodies of impetuous foot (but not mounted) as an exception to Warrior 6.163.
3. Hoplites, if counting shielded to all shooters, are subject to the effects of preparatory shooting in the third paragraph of Warrior 11.1 only if receiving at least 3 CPF from shooting.

### **GENERAL CONCEPTS**

Point cost for troops is shown by ELEMENT, as are minimums and maximums. All fractions are in elements.

You have the option of using figures listed as LI "runners" or other chariot detachments on the same base as the chariot in the same way the main rules allow it for elephants. The following apply if you chose to do this:

1. The figures would cost 5 or 6 points (depending on if they are Reg or Irr) each to place on the base as they would for elephants; you must put two figures per chariot base or none.
2. The chariot base is then a "foot" troop type ONLY for the purposes of approach precedence and movement

(can't roll up on a charge, pursuit, etc.).

3. The chariot base is subject to 2FP per CPF in hand to hand if the foot is Irr.
4. The chariot base counts 2 additional figures for CPF per chariot base so constructed (10.3).
5. The LI on the base cannot fight in H-T-H but can shoot as if a second rank.

Unless otherwise specified in a list, troops listed as "bodyguard" must be in a unit with a general AND can only be used if the general is the same troop type as his bodyguard troops. Troops listed as "guards" or "guardsmen," however, can be in separate bodies.

Generals' elements may be in a mixed unit with troops of the same Training (Warrior 2.1) and Order (Warrior 2.21), and in addition Knights, Cavalry, and Camelry can only be mixed with troops in the same Troop Category (Warrior 2.23) and Elephantry, Chariotry and Transport can only be mixed with troops of the same Troop Type (Warrior 2.22), except where an army list specifies that such troops can mix with others in this list. Being "Mounted" does not count as being in the same "Category" for these purposes. A general's element in a mixed unit does not prevent troops otherwise entitled under a list rule from fighting 1.5 ranks, provided the general's element is of the same nationality and armed the same as those troops. A general's element can be included in a detachment only as specified by a list. Generals' elements do NOT count toward the minimum or maximum of any troop line in a list except their own. Generals' elements count toward fractional or other numerical limits in a list only when they are part of a unit."

Many armies are arranged by time periods, usually Early, Middle, and Late. In such lists, troops that can be used in any period are listed first, followed by troops allowed only in a given period. Troops or upgrades listed in one period cannot be used in another.

Generals are treated as having the morale grade of the troops on their element or model. Unless otherwise specified in a list, Ally-generals of a specified nationality can command only troops of their allied contingent, and such troops can only be commanded by an Ally-general of that nationality.

Unless otherwise specified in a list, troops on different lines cannot be organized into the same unit or body.

#### **ARMIES INCLUDED:**

1. Early Dynastic Sumerian 2900 BC – 2300 BC
2. Old & Middle Kingdom Egyptian 2800 BC – 1580 BC
3. Elamite 2800 BC – 640 BC
4. Nubian 2800 BC – 700 BC
5. Libyan 2800 BC – 660 BC
6. Highland Barbarians 2800 BC – 1800 BC
7. Bedouin Foot Nomads 2800 BC – 1000 BC
8. Makkan 2800 BC – 1800 BC
9. Early Syrian 2600 BC – 1800 BC
10. Akkadian/Later Sumerian 2300 BC – 2000 BC
11. Old Babylonia/Old Assyrian 2000 BC – 1600 BC
12. Kassite Babylonian 1600 BC – 1159 BC
13. Bedouin Tribes (Midianite) 1000 BC – 600 BC
14. Hyksos 1650 BC – 1532 BC
15. Early Canaanite, Ugaritic, Syrian 1700 BC – 1100 BC
16. Hittite 1680 BC – 1180 BC
17. Mitannian 1600 BC – 1250 BC

18. Anatolian States 1500 BC – 1000 BC
19. Mycenaean/Minoan Greek 1700 BC – 1150 BC
20. New Kingdom Egyptian 1580 BC – 1070 BC
21. Middle Assyrian 1400 BC – 745 BC
22. Early Hebrew 1250 BC – 1000 BC
23. Sea Peoples 1230 BC – 1165 BC
24. Philistine/Late Canaanite 1200 BC – 850 BC
25. Neo-Hittite/Aramaean Syrian 1180 BC – 710 BC
26. Dark Age/Geometric Greek 1150 BC – 700 BC
27. Cypriot 1000 BC – 500 BC
28. Neo-Babylonian 1140 BC – 540 BC
29. Late Hebrew 1000 BC – 580 BC
30. Mannaian/Median 950 BC – 550 BC
31. Urartian 860 BC – 585 BC
32. Libyan Egyptian 945 BC – 712 BC
33. Phrygian 1200 BC – 650 BC
34. Cimmerian 720 BC – 600 BC
35. Neo-Assyrian Empire 745 BC – 610 BC
36. Kushite Egyptian 715 BC – 660 BC

### 1. Early Dynastic Sumerian 2900 BC -- 2300 BC

CinC with JLS or LTS in Battle Cart four-horse HCh with Irr B crew of unarmed driver @ 100 pts, or on foot as MI P, Pa or LTS, Sh and 3 Reg B MI P, Pa or LTS, Sh @ 115 pts, or on foot as LMI LTS or JLS or 2HCW, D, Sh and 3 Reg B LMI LTS or JLS or 2HCW, D, Sh @ 118 pts .....	1
PA standard to accompany CinC @ 15 pts if Irr, @ 30 pts if Reg .....	0-1
S Standard to accompany CinC @ 85 pts if Irr, @ 120 pts if Reg .....	0-1
Ally-general with JLS or LTS in Battle Cart four-horse HCh with Irr B crew of unarmed driver @ 75 pts, or on foot as MI P, Pa or LTS, Sh and 3 Reg B MI P, Pa or LTS, Sh @ 90 pts, or on foot as LMI LTS or JLS or 2HCW, D, Sh and 3 Reg B LMI LTS or JLS or 2HCW, D, Sh @ 93 pts .....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts .....	0-1
P standard to accompany Sub-general or Ally-general @ 10 pts if Reg, @ 5 pts if Irr .....	any
Battle Carts four-horse HCh with Irr B crew of unarmed driver and 1 with JLS @ 20 pts .....	4-12
Extra to arm Battle Cart driver with JLS @ 6 pts .....	any
Straddle-cars two-horse LCh with Irr B crew of armed driver with JLS @ 16 pts .....	0-6
Extra to add two horses to Straddle-cars @ 4 pts .....	any
Bodyguard Reg B LMI LTS or JLS or 2HCW, D @ 20 pts .....	0-8
Extra to give Bodyguard Sh @ 4 pts .....	any
Militia Spearmen Reg D MI all P or all LTS @ 8 pts .....	12-72
Extra to give Spearmen Pa if P-armed, Sh if LTS-armed @ 4 pts .....	any
Extra to upgrade Spearmen to Reg B @ 8 pts .....	0-1/3
Extra to upgrade other Spearmen to Reg C @ 4 pts .....	any
Militia Archers Irr C or Reg D LI B @ 4 pts .....	4-32
Levy Skirmishers Irr D LI JLS or S @ 2 pts .....	6-48
Extra to upgrade JLS-armed Levy Skirmishers as Chariot Runners @ 2 pts if to Irr C, @ 4 pts if to Irr B .....	0-2/chariot
Extra to upgrade other Levy Skirmishers to Reg D @ 2 pts or Reg C @ 4 pts .....	any
Steppe Nomad Javelinmen Irr C LMI JLS @ 6 pts .....	*6-24
Extra to upgrade Steppe Nomad Javelinmen to Irr B @ 3 pts .....	0-1/2
Extra to upgrade Irr B Steppe Nomad Javelinmen to Irr A @ 3 pts .....	0-6

Steppe Nomad Archers Irr C LMI B @ 6 pts .....	*0-24
Steppe Nomad Skirmishers Irr C LI JLS or B or S @ 4 pts.....	*0-24
Zagros Highland Auxiliaries Irr C LMI JLS, D @ 9 pts .....	**6-18
Extra to upgrade Zagros Highland Auxiliaries to Irr B @ 3 pts.....	any
Extra to upgrade Irr B Zagros Highland Auxiliaries to Irr A @ 3 pts.....	0-6
Zagros Highland Skirmishers Irr C LI JLS, D @ 6 pts .....	**0-18
Extra to give Sh to Steppe Nomad Javelinmen/Zagros Highland Auxiliaries @ 3 pts or to Levy Skirmishers @ 2 pts .....	0-1/2 of each type

Climate: Dry.

Boats: Yes.

List Rules: 1) Four-horse Battle Carts may not skirmish. 2) Sumerian Spearmen armed with pike are treated as such except they do not count a 3<sup>rd</sup> or 4<sup>th</sup> rank when fighting in hand-to-hand combat. 3) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range. 4) As an exception to Warrior 12.322, movement by Levy Skirmishers across a marsh is not reduced.

Notes: D represent military versions of the throwing sticks that were ubiquitous in the Middle East at this time. Chariots may have a detachment of Chariot Runners and an all-chariot body containing a general may have a detachment of Bodyguards. Minimums marked \* and \*\* apply only if any such troops are used.

## 2. Old and Middle Kingdom Egypt 2800BC -- 1580BC

CinC on foot as MI/LMI JLS and 3 Reg A MI/LMI JLS @ 115 pts.....	1
PA standard to accompany CinC @ 30 pts.....	0-1
Sub-general on foot as MI/LMI JLS and 3 Reg A MI/LMI JLS @ 65 pts .....	0-3
P standard to accompany Sub-generals @ 10 pts.....	all/none
Bodyguard Reg B MI/LMI JLS @ 16 pts .....	0-12
Marines Reg C LMI JLS or B @ 12 pts .....	0-48
Extra to upgrade Marines to Reg B @ 4 pts .....	any
Extra to give JLS-armed Marines up to ½ S, rest 2HCW @ 4 pts .....	any
Spearmen Reg D MI JLS @ 8 pts.....	12-48
Extra to give Sh to Bodyguard/Marines/Spearmen @ 3 pts if general's element, @ 4 pts if others .....	any
Extra to give 2HCW to Bodyguard/Spearmen @ 3 pts if general's element, @ 4 pts if others.....	0-1/2
Extra to give D to Bodyguard/Spearmen @ 3 pts if general's element, @ 4 pts if others.....	any
Bowmen Reg D MI/LMI B @ 8 pts .....	12-48
Extra to upgrade Spearmen/Bowmen to Reg B as Pirhun veterans @ 8 pts.....	0-1/3 of each type
Extra to upgrade other Spearmen/Bowmen to Reg C @ 4 pts .....	any
Javelinmen Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI .....	0-24
Medja Nubians Irr C LMI/LI B @ 6 pts if LMI, @ 4 pts if LI .....	8-24
Extra to upgrade Medja Nubians to Reg C @ 6 pts if LMI, @ 2 pts if LI .....	any
Extra to give Medja Nubians JLS and/or Sh @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI.....	any
Extra to upgrade Medja Nubians to B class @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI .....	any
Extra to upgrade JLS-armed Irr B LMI Medja Nubians to Irr A @ 3 pts .....	0-6
Extra to exchange Irr A Medja Nubians JLS, B for 2SA @ 0 pts .....	any
Asiatic or Bedouin Skirmishers Irr C LI JLS or S @ 4 pts .....	0-12
Libyans Irr D LMI/LI JLS @ 3 pts if LMI, @ 2 pts if LI .....	0-24
Extra to upgrade Libyans to Irr B @ 6 pts if LMI, @ 4 pts if LI .....	0-12
Extra to upgrade Irr B LMI Libyans to Irr A @ 3 pts if LMI, @ 2 pts if LI .....	0-6
Extra to upgrade other Libyans to Irr C @ 3 pts if LMI, @ 2 pts if LI.....	any

Extra to give Sh to Javelinmen/Asiatics/Bedouins/Libyans @ 3 pts if LMI, @ 2 pts if LI .....any  
 Extra to upgrade shielded Javelinmen/Asiatics/Bedouins to Reg C @ 7 pts if LMI, @ 2 pts if LI.....any

Climate: Dry.  
 Boats: Yes.

List Rules: 1) Steady Bodyguard fights two full ranks with JLS at all times. 2) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range. 3) Marines may embark or disembark from a boat counting it as a maneuver or single march segment; such troops are considered steady when disembarking as an exception to Warrior 5.221. 4) As an exception to Warrior 12.322, movement by Marines/Javelinmen across a marsh is not restricted or reduced.

Notes: D represent military versions of the throwing sticks that were common in Egypt, as in much of the Middle East, at this time. While it seems that early Libyans did not use shields, as such, it has been argued that the heavy skin cloaks in which they are depicted may have had much the same effect, so an option has been allowed.

### 3. Elamite 2800 BC -- 640 BC

CinC with B in four-horse HCh with Irr B crew of unarmed driver and 2 with B @ 112 pts..... 1  
 PA standard to accompany CinC @ 30 pts if Reg, @ 15 pts if Irr ..... 0-1  
 Ally-general with B in four-horse HCh with Irr B crew of unarmed driver and 2 with B @ 87 pts ..... 0-3  
 Reduction to downgrade Ally-general to Sub-general @ -25 pts .....any  
 Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI ..... 12-60  
 Levy Skirmishers Irr D LI JLS or B or S @ 2 pts ..... 8-48  
 Extra to upgrade Skirmishers to Irr C or Reg D @ 2 pts .....any  
 Anshan Highland Warriors Irr C LMI JLS @ 6 pts..... 0-24  
 Extra to give Sh to Anshan Highland Warriors @ 3 pts ..... 0-1/2  
 Anshan Highland Skirmishers Irr C LI JLS @ 4 pts ..... 0-24  
 Extra to give D to Anshan Highlander foot @ 3 pts if LMI, @ 2 pts if LI .....any  
 Extra to upgrade Anshan Highlander foot to Irr B @ 3 pts if LMI, @ 2 pts if LI..... 0-1/2 of each type  
 Extra to upgrade Irr B Anshan Highland Warriors to Irr A @ 3 pts..... 0-6  
 Early Dynastic and Akkadian Periods (2800 BC – 2000 BC)  
 Reduction to downgrade general's element to Battle Cart four-horse HCh  
 with Irr B crew of unarmed driver @ -12 pts .....all  
 Extra to give B to Battle Cart-mounted general @ 0 pt.....any  
 Battle Carts four-horse HCh with Irr B crew of unarmed driver and 1 with JLS or LTS @ 20 pts ..... 0-8  
 Extra to arm Battle Cart driver with JLS @ 6 pts .....any  
 Straddle-cars two-horse LCh with Irr B crew of armed driver with JLS @ 16 pts ..... 0-4  
 Light Battle Carts two-horse LCh with Irr B crew of unarmed driver and 1 with JLS or LTS @ 16 pts ..... 0-6  
 Extra to add two horses to Straddle-cars or Light Battle Carts @ 4 pts.....any  
 Extra to upgrade Levy Skirmishers as Chariot Runners @ 2 pts if to Irr C, @ 4 pts if to Irr B..... 0-2/chariot  
 Militia Spearmen Reg D MI all P or all LTS @ 8 pts ..... 4-24  
 Extra to give Militia Spearmen Pa if P-armed, Sh if LTS-armed @ 4 pts .....any  
 Extra to upgrade Militia Spearmen to Reg B @ 8 pts ..... 0-1/3  
 Extra to upgrade other Militia Spearmen to Reg C @ 4 pts.....any  
 Extra to give Sh to Anshan Highlanders/Levy Skirmishers @ 3 pts if LMI, @ 2 pts if LI ..... 0-1/2 of each type  
 Meluhhan Ally-general with B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts ..... \*1  
 Meluhhan Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with B @ 16 pts ..... \*0-3  
 Extra to add two horses to Meluhhan LCh @ 4 pts if Chariotry, @ 0 pts if general's element .....any

Meluhhan Chariot Runners Irr B/C LI JLS or B @ 4 pts if Irr C, @ 6 pts if Irr B.....	*0-2/chariot
Melluhan Spearmen Reg C MI JLS, Sh @ 16 pts.....	*0-12
Melluhan Bowmen Reg D MI B @ 8 pts .....	*4-12
Melluhan Skirmishers Irr C or Reg D LI B @ 4 pts .....	*4-12
Extra to give 2HCW to Meluhhan foot @ 4 pts if MI, @ 2 pts if LI .....	any
Melluhan Elephants with Irr C crew of armed driver with JLS @ 36 pts .....	*0-2
<b>Old Elamite Period (1999 BC – 1500 BC)</b>	
Reduction to downgrade general to B in two-horse LCh with Irr B crew of unarmed driver @ -12 pts .....	all
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with B @ 16 pts .....	0-8
Extra to give JLS to B-armed chariot crewmen @ 0 pts if general's element, @ 1 pt if others.....	all/none
Extra to upgrade LCh to HCh by adding two horses and 2 crew with B @ 16 pts .....	0-1/2
Chariot Runners Irr C LMI/LI JLS or B @ 6 pts if LMI, @ 4 pts if LI.....	0-2/chariot
Extra to upgrade Chariot Runners to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	any
Extra to give Sh to Chariot Runners @ 3 pts if LMI, @ 2 pts if LI .....	any
Militia Spearmen Reg D MI/LMI LTS or JLS @ 8 pts.....	0-12
Extra to upgrade Militia Spearmen to Reg B @ 8 pts .....	0-1/3
Extra to upgrade other Militia Spearmen to Reg C @ 4 pts .....	any
Tribal Spearmen Irr C MI/LMI LTS @ 8 pts if MI, @ 6 pts if LMI .....	4-18
Extra to give Sh to Anshan Highlanders/Militia/Tribal Spearmen/Levy	
Skirmishers @ 4 pts if MI/Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI .....	any
<b>Middle Period (1500 BC – 800 BC)</b>	
Chariotry four-horse HCh with crew of Irr B unarmed driver and 3 with B @ 32 pts.....	4-12
Light Chariotry two-horse LCh with crew of Irr B unarmed driver and 1 with B @ 16 pts .....	0-12
Chariot Runners Irr C LMI/LI JLS or B @ 6 pts if LMI, @ 4 pts if LI.....	0-2/chariot
Extra to upgrade Chariot Runners to Reg C @ 6 pts if LMI, @ 2 pts if LI.....	any
Extra to upgrade other Chariot Runners to Irr B @ 3 pts if LMI, @ 2 pts if LI.....	any
Spearmen Irr C LMI JLS, B @ 9 pts .....	0-18
Extra to give Sh to any JLS- or S-armed infantry @ 4 pts if MI/Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI. any	
Cavalry Irr B LC JLS, B @ 12 pts .....	4-12
<b>Late Period (799 BC – 639 BC)</b>	
Chariotry four-horse HCh with crew of Irr B unarmed driver and 3 with B @ 32 pts.....	0-8
Chariot Runners Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI .....	0-2/chariot
Cavalry Irr B MC JLS, B @ 18 pts .....	0-8
Cavalry Irr B LC JLS, B @ 12 pts .....	6-18
Spearmen Irr C LMI JLS @ 6 pts .....	6-18
Extra to upgrade Spearmen to Reg C @ 6 pts .....	any
Extra to give Sh to any infantry @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI .....	any
Arab Ally-general as MCM B and 2 Irr C MCM 2 with B @ 87 pts .....	*1
Arab Camelry Irr C MCM 2 with B @ 18 pts .....	*4-8
Arab Skirmishers Irr D LI B or S @ 2 pts .....	*6-24
Neo-Babylonian Ally-general with B in four-horse HCh with Reg B crew of	
unarmed driver and 2 with JLS and P standard @ 99 pts .....	**1
Neo-Babylonian four-horse HCh with Reg B crew of unarmed driver and 1 with B	
and 2 with JLS @ 38 pts.....	**1-4
Neo-Babylonian Cavalry Reg B HC JLS, B or Sh @ 33 pts, or B @ 27 pts .....	**2-6
Extra to upgrade Neo-Babylonian Cavalry to EHC @ 6 pts .....	any
Extra to exchange EHC JLS for L @ 0 pts.....	any
Neo-Babylonian Spearmen Reg D MI JLS, Sh @ 12 pts.....	**0-12

Neo-Babylonian Bowmen Reg D MI/LMI B @ 8 pts .....	**6-12
Neo-Babylonian Slingers Reg D or Irr C LI S @ 4 pts .....	**0-8
Extra to upgrade Neo-Babylonian infantry to Reg C @ 4 pts if MI/LMI @ 2 pts if LI .....	0-1/2
Extra to give Sh to Neo-Babylonian Bowmen @ 4 pts and/or Slingers @ 2 pts .....	any
Median Ally-general mounted as HC JLS, B and 2 Irr B HC JLS, B @ 91 pts.....	***1
Median Cavalry Irr B HC JLS, B @ 24 pts.....	***4-12
Median Light Cavalry Irr C JLS, B @ 12 pts .....	***0-8
Median Spearmen/Bowmen Irr C MI JLS, Sh @ 12 pts or B @ 8 pts .....	***8-24
Median Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts .....	***0-12

Climate: Dry.

Boats: No.

List Rules: 1) Four-horse Battle Carts in the Early Dynastic/Akkadian Period may not skirmish. 2) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range. 3) Barbarian Infantry Rules do not apply to Elamite Spearmen in the Middle or Late Periods or to Median Spearmen.

Notes: While it may be doubted whether troops from the distant Harrappan cities of India could have intervened effectively in Elamite affairs, the Akkadian king Rimush claims to have defeated an Elamite coalition under Abalgamash that included troops from Meluhha in a great battle at the Middle River in about 2273 BC. In the Early Dynastic Period, Straddle-cars and Light Battle Carts may not be used together. Chariots may have a detachment of Chariot Runners of the same nationality. In the Early Elamite Period, if chariot crewmen are given JLS, then no chariots can be upgraded with additional crewmen and horses. Minimums marked \* or \*\* or \*\*\* apply only if any such troops are used.

#### 4. Nubian 2800 BC -- 700 BC

CinC as LMI JLS, B, Sh and 2 Irr B LMI JLS, B, Sh @ 110 pts or with B in two-horse LCh with Irr B crew of unarmed driver @ 100 pts .....	1
Ally-general on foot as LMI JLS, B, Sh and 2 Irr B LMI JLS, B, Sh @ 85 pts or with B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts .....	0-3
Reduction to downgrade Ally-general to Sub-general.....	any
Bodyguard Irr B LMI JLS, B, Sh @ 15 pts.....	0-6/general
Warriors Irr C LMI JLS, Sh @ 9 pts.....	4-36
Extra to upgrade Warriors to Reg C as Egyptian-trained @ 7 pts .....	0-12
Extra to give B to Warriors @ 4 pts if Reg, @ 3 pts if Irr.....	any
Extra to upgrade Irr C Warriors to Irr B @ 3 pts.....	0-1/2
Extra to upgrade Irr B Warriors to Irr A @ 3 pts .....	0-8
Extra to exchange Irr A Warriors JLS, B for 2SA @ 0 pts.....	any
Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	18-120
Archers Irr C LI B @ 4 pts .....	12-120
Javelinmen Irr C LI JLS @ 4 pts .....	0-36
Extra to give D to JLS-armed infantry without B @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI.....	any
Early Period (2800 BC – 1580 BC)	
Egyptian Ally-general on foot as MI/LMI JLS, Sh and 3 Reg B MI/LMI JLS, Sh with P standard @ 100 pts.....	*1
Egyptian Marines Reg B LMI JLS, Sh @ 20 pts, or LMI B @ 16 pts .....	*0-24
Extra to give JLS-armed Egyptian Marines up to 1/2 S, rest 2HCW @ 4 pts .....	any
Egyptian Spearman Reg D MI JLS, Sh @ 12 pts .....	*4-12
Extra to give 2HCW to Egyptian Bodyguard/Spearmen @ 3 pts if general's element, @ 4 pts if others .....	0-1/2
Extra to give D to Egyptian Bodyguard/Spearmen @ 3 pts if general's element, @ 4 pts if others .....	any



Egyptian Bowmen Reg D MI/LMI B @ 8 pts .....	*4-12
Extra to upgrade Egyptian Spearmen/Bowmen to Reg B as Pirhun veterans @ 8 pts .....	0-1/3 of each type
Extra to upgrade other Egyptian Spearmen/Bowmen to Reg C @ 4 pts .....	any
Egyptian Javelinmen Reg C LMI/LI JLS, Sh @ 16 pts if LMI, @ 8 pts if LI.....	*0-8
Middle Period (1579 BC – 1070 BC)	
Egyptian Ally-general with B, JLS in two-horse LCh with Reg B crew of unarmed driver @ 75 pts .....	*1
Egyptian Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with B @ 19 pts .....	*0-3
Extra to give JLS to B-armed chariot crewmen @ 2 pts .....	any
Egyptian Chariot Runners Reg B all LMI or all LI JLS or B @ 16 pts if LMI, @ 8 pts if LI .....	*0-2/chariot
Extra to give Sh to Eypgtian Chariot Runners @ 4 pts if LMI, @ 2 pts if LI .....	any
Egyptian Marines Reg B LMI JLS, Sh @ 20 pts, or LMI B @ 16 pts .....	0-18
Extra to upgrade Egyptian Marines to LHI @ 8 pts.....	any
Extra to give JLS-armed Egyptian Marines up to 1/2 S, rest 2HCW @ 4 pts .....	any
Egyptian Spearmen Reg C MI JLS, Sh @ 16 pts .....	*4-12
Extra to give 2HCW to Egyptian Spearmen @ 4 pts .....	0-1/2
Extra to give D to Egyptian Spearmen @ 4 pts .....	any
Egyptian Bowmen Reg C MI/LMI B @ 12 pts .....	*4-12
Extra to upgrade MI/LMI Eypgian Spearmen/Bowmen to HI/LHI @ 8 pts .....	0-1/2 of each type
Extra to upgrade Egyptian Spearmen/Bowmen to Reg B as veterans @ 4 pts.....	0-1/3 of each type
Reduction to downgrade other Egyptian Spearmen/Bowmen to Reg D @ -4 pts.....	any
Egyptian Javelinmen Reg C LMI/LI JLS, Sh @ 16 pts if LMI, @ 8 pts if LI.....	*0-8
Late Period (945 BC – 712 BC)	
Libyan Egyptian Ally-general with JLS, B in two-horse LCh with Reg B crew of unarmed driver and P standard @ 85 pts .....	*1
Libyan Egyptian Chariotry two-horse LCh Reg B crew of unarmed driver and 1 with JLS, B @ 21 pts.....	*0-4
Extra to upgrade Libyan Egyptian Chariotry to four-horse HCh by adding two-horses and 1 crew with B @ 13 pts.....	any
Libyan Egyptian Chariot Runners Reg B LMI/LI JLS or B, Sh @ 20 pts if LMI @ 10 pts if LI.....	0-2/chariot
Libyan Egyptian Cavalry Reg C LC JLS, Sh @ 16 pts or B @ 12 pts .....	*0-8
Libyan Egyptian Warriors Irr C LMI/LI JLS, Sh @ 9 pts if LMI, @ 6 pts if LI .....	*0-12
Extra to upgrade Libyan Egyptian Warriors to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	any
Libyan Egyptian Spearmen Reg D MI JLS, Sh @ 12 pts.....	*6-12
Extra to give 2HCW to Libyan Egyptian Spearmen @ 4 pts.....	0-1/2
Libyan Egyptian Bowmen Reg D MI/LMI B @ 8 pts.....	*6-12
Extra to upgrade Libyan Egyptian Spearmen/Bowmen to HI/LHI @ 8 pts.....	0-1/2
Libyan Egyptian-led Sherden Auxiliaries Irr C LMI JLS, Sh @ 9 pts .....	*0-18
Extra to upgrade Libyan Egyptian-led Sherden Auxiliaries to Irr B @ 3 pts.....	0-1/2
Extra to upgrade other Libyan Egyptian-led Sherden Auxiliaries to Reg C @ 7 pts .....	any
Extra to upgrade Irr B Libyan Egyptian-led Sherden Auxiliaries to LHI @ 8 pts if Reg, @ 6 pts if Irr .....	any
Extra to give 1HCW to LHI Libyan Egyptian-led Sherden Auxiliaries @ 4 pts if Reg, @ 3 pts if Irr .....	any

Climate: Dry.

Boats: No, except that Egyptian allies in any period may use boats.

List Rule: 1) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range. 2) Egyptian Marines may embark or disembark from a boat counting it as a maneuver or single march segment; such troops are considered steady when disembarking as an exception to Warrior 5.221. 3) As an exception to Warrior 12.322,

movement by Egyptian Marines/Javelinmen across a marsh is not restricted or reduced.

Notes: Egyptian allies represent the intervention of an Egyptian task force in the affairs of local Nubian chieftains or in support of the Nubians against Kushite expansion. A single-element chariot-mounted general may have a detachment of Bodyguards. Chariots may have a detachment of Irr B LI or Chariot Runners of the same nationality. Except for Bodyguards, any Nubian troop type may mix with any other troop type of the same training class and order. Minimums marked \* apply only if any such troops are used in that period.

### 5. Libyan 2800 BC -- 660 BC

CinC on foot as LMI JLS and 2 Irr B LMI JLS @ 106 pts.....	1
Sub-general on foot as LMI JLS and 2 Irr B LMI JLS @ 56 pts .....	0-3
Extra to upgrade Sub-general to Ally-general @ 25 pts.....	any
Bodyguard Irr B LMI JLS @ 9 pts .....	0-6/general
Warriors Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI.....	18-144
Extra to upgrade Warriors to Irr A @ 6 pts if LMI, @ 4 pts if LI.....	0-12
Extra to upgrade other Warriors to Irr B @ 3 pts if LMI, @ 2 pts if LI.....	0-1/2
Slings Irr C LI S @ 4 pts .....	0-18
Archers Irr C LI B @ 4 pts .....	0-24
Extra to give Sh to any foot @ 3 pts if LMI, @ 2 pts if general's element or LI.....	any
Early Period (3000 BC -- 1250 BC)	
Extra to give D to JLS-armed infantry @ 3 pts if LMI, @ 2 pts if general's element or LI.....	0-1/2
Middle Period (1250 BC -- 945 BC)	
Reduction to change CinC to JLS in two-horse LCh with Irr B crew of unarmed driver @ -6 pts.....	1
Reduction to change Sub-general or Ally-general to JLS in two-horse LCh with Irr B crew of unarmed driver @ -6 pts.....	any
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS @ 16 pts .....	2-8
Sea Peoples Ally-general on foot as LHI JLS, Sh and 2 Irr B LHI JLS, Sh @ 87 pts .....	*1
Sea Peoples Warriors Irr C LMI JLS, Sh @ 9 pts.....	*8-36
Extra to upgrade Sea Peoples Warriors to Irr B @ 3 pts .....	0-1/2
Extra to upgrade Irr B Sea Peoples Warriors to Irr A @ 2 pts if general's element, @ 3 pts if others.....	0-1/2
Extra to upgrade Irr A/B Sea Peoples Warriors to LHI @ 6 pts .....	any
Extra to give 1HCW to LHI Sea Peoples Warriors @ 2 pts if general's element, @ 3 pts if others.....	any
Sea Peoples Skirmishers Irr C LI JLS, Sh @ 6 pts.....	*0-24
Extra to upgrade Sea Peoples Skirmishers to Irr B @ 3 pts.....	0-1/2
Sea Peoples Dependents Irr D MI/LMI/LI JLS @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .....	*0-48
Extra to give Sh to Sea Peoples Dependents @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI.....	any
Sea Peoples Carts four-ox wagon as Fighting Tr with room for one element of Warriors/Dependents @ 20 pts.....	*0-12
Late Period (944 -- 660 BC)	
Reduction to change generals to JLS in two-horse LCh with Irr B crew of unarmed driver @ -6 pts .....	all
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS @ 16 pts .....	2-10
Extra to upgrade Chariotry to HCh with 1 additional Irr B crew armed with JLS @ 6 pts .....	any
Extra to upgrade HCh with an additional two horses and an Irr B crewmen with JLS @ 10 pts.....	any
Sherden Auxiliaries Irr C LMI JLS, Sh @ 9 pts.....	0-18
Extra to upgrade Sherden Auxiliaries to Irr B @ 3 pts .....	0-1/2
Extra to upgrade other Sherden Auxiliaries to Reg C @ 7 pts.....	any
Extra to upgrade Irr B Sherden Auxiliaries to LHI @ 8 pts if Reg, @ 6 pts if Irr .....	any
Extra to give 1HCW to LHI Sherden Auxiliaries @ 4 pts if Reg, @ 3 pts if Irr .....	any

Climate: Dry.

Boats: No, except that Sea Peoples may use boats.

List Rule: As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range.

Notes: Chariots may have a detachment of Irr B LI Warriors, and a single-element chariot-mounted general may have a detachment of Bodyguards. While it seems that early Libyans did not use shields, as such, it has been argued that the heavy skin cloaks in which they are depicted may have had much the same effect, so an option has been allowed. Minimums marked \* apply only if any such troops are used.

## 6. Highland Barbarians 2800 BC -- 1800 BC

CinC as LMI JLS and 2 Irr B LMI JLS @ 106 pts .....	1
Ally-general as LMI JLS and 2 Irr B LMI JLS @ 81 pts .....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts .....	0-1
Bodyguard Irr B LMI JLS @ 12 pts .....	0-6/general
Extra to give 2HCW and/or D to Bodyguard @ 2 pts if general's element, @ 3 pts if others .....	any
Warriors Irr C LMI JLS @ 6 pts .....	18-100
Extra to give 2HCW to Warriors @ 3 pts .....	0-18
Extra to give Sh to Warriors @ 3 pts .....	0-1/2
Skirmishers Irr C LI JLS @ 4 pts .....	8-36
Extra to upgrade Warriors/Skirmishers to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	0-1/2 of each type
Extra to upgrade Bodyguard and/or Irr B Warriors to Irr A @ 2 pts if general's element, @ 3 pts if others .....	0-24
Extra to give D to Warriors/Skirmishers @ 3 pts if LMI, @ 2 pts if LI .....	any
Archers Irr D LI B @ 2 pts .....	0-24
Slingers Irr D LI S @ 2 pts .....	8-36
Extra to upgrade Archers/Slingers to Irr C @ 2 pts .....	any
Conquest Period (2190 BC - 2115 BC)	
Reduction to change general to JLS or LTS in Battle Cart four-horse HCh with	
Irr B crew of unarmed driver @ -8 pts .....	all
Subject Akkadian Ally-general with JLS or LTS in Battle Cart four-horse HCh with	
Irr C crew of unarmed driver @ 75 pts .....	*0-2
Extra to give B to Subject Akkadian Ally-general @ 0 pt .....	any
Subject Akkadian Battle Carts four-horse HCh with	
Irr C crew of unarmed driver and 1 with JLS or LTS @ 20 pts .....	*0-6
Extra to arm Subject Akkadian Battle Cart driver with JLS @ 5 pts .....	any
Subject Akkadian Light Battle Carts two-horse LCh with Irr C crew of armed driver with JLS @ 16 pts ....	0-6
Extra to add two horses to Subject Akkadian LCh @ 4 pts .....	any
Subject Akkadian Militia Spearmen Reg D MI all P or all LTS @ 8 pts .....	*4-24
Extra to give Subject Akkadian Militia Spearmen Pa if P-armed, Sh if LTS-armed @ 4 pts .....	any
Subject Akkadian Militia Bowmen Reg D MI/LMI B @ 8 pts .....	*0-24
Subject Akkadian Militia Archers Irr C or Reg D LI B @ 2 pts .....	*0-24
Subject Akkadian Levy Skirmishers Irr D LI JLS or S @ 2 pts .....	*4-24
Extra to upgrade JLS-armed Subject Akkadian Levy Skirmishers	
as Chariot Runners @ 2 pts if to Irr C, @ 4 pts if to Irr B .....	0-2/chariot

Climate: Dry.

Boats: No, except that Subject Akkadians may use boats.

List Rules: 1) Four-horse Battle Carts may not skirmish. 2) Militia Spearmen armed with P are treated as such

except they do not count a 3<sup>rd</sup> or 4<sup>th</sup> rank when fighting in hand-to-hand combat. 3) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range.

Notes: Single-element Highland Barbarian generals mounted in Battle Carts may have a detachment of Bodyguards. Subject Akkadian chariots may have a detachment of Irr B LI or Chariot Runners of the same nationality. Minimums marked \* apply only if any such troops are used.

### 7. Bedouin Foot Nomads 2800 BC -- 1000 BC

CinC on foot as LMI JLS and 2 Irr B LMI JLS @ 106 pts.....	1
Sub-general on foot as LMI JLS and 2 Irr B LMI JLS @ 56 pts .....	0-3
Bodyguard Irr B LMI JLS @ 9 pts .....	0-6/general
Extra to give D and/or Sh to Bodyguard @ 2 pts if general's element, @ 3 pts if LMI.....	any
Javelinmen Irr C LMI JLS @ 6 pts .....	18-100
Extra to upgrade 1/2 of each unit of Javelinmen to Irr A, and downgrade other 1/2 of the unit to Irr D, as "Drought-Driven" @ 6 pts if upgrading to Irr A, @ -3 pts if downgrading to Irr D.....	all/none
Extra to upgrade other Javelinmen to Irr B @ 3 pts.....	0-1/3
Extra to upgrade Irr B Javelinmen to Irr A @ 3 pts .....	0-12
Bowmen Irr C LMI B @ 6 pts .....	0-12
Skirmishers Irr D LI JLS @ 2 pts.....	8-48
Extra to give D to Javelinmen @ 3 pts or to Skirmishers @ 2 pts .....	0-12 of each type
Slingers Irr D LI S @ 2 pts .....	6-24
Archers Irr D LI B @ 2 pts .....	6-24
Extra to upgrade Skirmishers/Slingers/Archers to Irr C @ 2 pts.....	0-12 of each type
Early Period (2800 BC -- 2000 BC)	
Extra to give Sh to Javelinmen/Skirmishers @ 3 pts if LMI, @ 2 pts if LI .....	0-1/2 of each type
Akkadian/Early Syrian Ally-general with JLS or LTS in Battle Cart four-horse HCh with Irr B crew of unarmed driver @ 75 pts.....	*1
Extra to give B to Akkadian/Early Syrian Ally-general @ 0 pt.....	0-1
Akkadian/Early Syrian Battle Carts four-horse HCh with Irr B crew of unarmed driver and 1 with JLS or LTS @ 20 pts.....	*0-3
Extra to arm Battle Cart driver with JLS @ 6 pts .....	any
Akkadian/Early Syrian Straddle-cars two-horse LCh with Irr B crew of armed driver with JLS @ 16 pts.....	*0-3
Akkadian/Early Syrian Light Battle Carts two-horse LCh with Irr B crew of unarmed driver and 1 with JLS @ 16 pts.....	*0-6
Extra to add two horses to Straddle-cars or Light Battle Carts @ 4 pts.....	any
Akkadian/Early Syrian Militia Spearmen Reg D MI all P or all LTS @ 8 pts.....	*4-16
Extra to give Akkadian/Early Syrian Spearmen Pa if P-armed, Sh if LTS-armed @ 4 pts.....	any
Akkadian/Early Syrian Militia Bowmen Reg D MI/LMI B @ 8 pts.....	*4-12
Extra to upgrade Akkadian/Early Syrian Militia Spearmen/Bowmen to Reg C @ 4 pts.....	any
Akkadian/Early Syrian Militia Archers Irr C or Reg D LI B @ 4 pts .....	*0-12
Akkadian/Early Syrian Levy Skirmishers Irr D LI JLS or S @ 2 pts .....	*0-12
Extra to upgrade JLS-armed Akkadian/Early Syrian Levy Skirmishers as Battle Cart or Straddle-car Detachments to Irr C @ 2 pts or Irr B @ 4 pts .....	*0-2/chariot
Extra to upgrade other Akkadian/Early Syrian Levy Skirmishers to Reg D @ 2 pts or Reg C @ 4 pts .....	any
Extra to give Sh to Akkadian/Early Syrian Levy Skirmishers/Slingers @ 2 pts.....	0-1/2
Middle Period (1999 BC -- 1600 BC)	
Reduction to upgrade general's element to B in two-horse LCh with	

Irr B crew of unarmed driver @ -6 pts.....	any
Extra to give Sh to Javelinmen/Skirmishers @ 3 pts if LMI, @ 2 pts if LI .....	any
Mesopotamian Ally-general with JLS in two-horse LCh with Irr B crew of unarmed driver @ 75 pts .....	*1
Mesopotamian Chariotry two-horse LCh with Reg B crew of unarmed driver and one with JLS @ 19 pts.....	*0-5
Extra to give B to general or JLS-armed crewman in Mesopotamian Chariotry @ 0 pts if general's element, @ 2 pts if others.....	all/none
Mesopotamian Chariot Runners Irr C LI JLS @ 4 pts.....	*0-2/chariot
Extra to upgrade Mesopotamian Chariot Runners to Reg C @ 2 pts or Reg B @ 4 pts .....	all/none
Mesopotamian Militia Spearmen Reg D MI/LMI LTS or JLS @ 8 pts.....	*4-16
Extra to give Sh to Mesopotamian Chariot Runners/Spearmen @ 4 pts if MI/Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI.....	any
Mesopotamian Militia Bowmen Reg D MI/LMI B @ 8 pts .....	*4-12
Extra to upgrade Mesopotamian Militia Spearmen/Bowmen to Reg C @ 4 pts .....	any
Mesopotamian Skirmishers Irr D LI JLS or S or B @ 2 pts.....	*0-24
Extra to upgrade Mesopotamian Skirmishers to Irr C or Reg D @ 2 pts or Reg C @ 4 pts .....	any
Extra to give Sh to Mesopotamian Skirmishers @ 2 pts.....	any
<b>Late Period (1599 BC to 1000 BC)</b>	
Extra to upgrade general's element to B in two-horse LCh with Irr B crew of unarmed driver and 1 with JLS @ 0 pts .....	all
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with B @ 16 pts .....	0-4
Chariot Runners Irr B LMI/LI JLS, Sh @ 12 pts if LMI, @ 8 pts if LI.....	0-1/chariot
Extra to give Sh to Javelinmen/Skirmishers/Slingers @ 3 pts if LMI, @ 2 pts if LI .....	½ to all

Climate: Dry.

Boats: No, except that boats may be used by Akkadian/Early Syrian and Mesopotamian allies.

List Rules: 1) Four-horse Battle Carts may not skirmish. 2) Militia Spearmen armed with P are treated as such except they do not count a 3<sup>rd</sup> or 4<sup>th</sup> rank when fighting in hand-to-hand combat. 3) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range.

Notes: Chariots may have a detachment of Chariot Runners of the same nationality and in the Early Period a single-element chariot-mounted general may have a detachment of Bodyguards. Straddle-cars and Light Battle Carts may not be used together. Minimums marked \* apply only if any such troops are used, and no such troops may be used if any Javelinmen are taken as "drought-driven."

### 8. Makkan 2800 BC -- 1800 BC

CinC on foot as LMI JLS and 2 Irr B LMI JLS @ 106 pts, or MI JLS with 3 Irr B MI JLS @ 109 pts.....	1
PA standard to accompany CinC @ 30 pts if Reg, @ 15 pts if Irr.....	0-1
Ally-general on foot as LMI JLS and 2 Irr B LMI JLS @ 81 pts, or MI JLS with 3 Irr B MI JLS @ 84 pts.....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts .....	0-1
P standard to accompany Ally-general or Sub-general @ 10 pts if Reg, @ 5 pts if Irr .....	any
Retainers Irr B MI/LMI JLS @ 12 pts if MI, @ 9 pts if LMI .....	5-36
Warriors Irr C MI/LMI JLS @ 8 pts if MI, @ 6 pts if LMI .....	18-144
Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	0-12
Skirmishers Irr C LI JLS @ 4 pts.....	8-36
Slingers Irr C LI S @ 4 pts .....	6-48
Archers Irr C LI B @ 4 pts .....	6-48
Extra to upgrade infantry to Reg @ 7 pts if LMI Retainers, @ 6 pts if LMI Warriors/Bowmen, @ 4 pts	

if MI, @ 3 pts or MI general's element, @ 2 pts if LMI general's element or LI .....	any
Extra to give Sh to foot @ 4 pts if MI/Reg LMI, @ 3 pts if Irr LMI or MI/Reg general's element, @ 2 pts	
if Irr general's element or LI.....	any
Extra to give 2HCW to Retainers or general's element @ 4 pts if MI/Reg LMI, @ 3 pts if Irr LMI or	
Reg general's element, @ 2 pts if Irr general's element .....	any
Meluhhan Ally-general with B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts .....	*1
Meluhhan Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with B @ 16 pts .....	*0-5
Extra to add two horses to Meluhhan Chariotry @ 4 pts.....	any
Meluhhan Chariot Runners Irr C LI JLS or B @ 4 pts.....	*0-2/chariot
Meluhhan Spearmen Reg C MI JLS, Sh @ 16 pts.....	*0-18
Melluhan Bowmen Reg D MI B @ 8 pts.....	*4-18
Melluhan Skirmishers Irr C or Reg D LI B @ 4 pts.....	*4-12
Extra to give 2HCW to Meluhhan foot @ 4 pts if MI, @ 2 pts if LI .....	any
Meluhhan Elephants with Irr C crew of armed driver with JLS @ 36 pts .....	*0-4
Early Period (2800 BC - 2300 BC)	
Sumerian Ally-general with JLS or LTS in Battle Cart four-horse HCh with Irr B crew of	
unarmed driver @ 75 pts .....	**1
Sumerian Battle Carts four-horse HCh with Irr B crew of	
unarmed driver and 1 with JLS or LTS @ 20 pts .....	**0-3
Extra to arm Sumerian Battle Cart driver with JLS @ 6 pts .....	any
Sumerian Militia Spearmen Reg D MI all P or all LTS @ 8 pts.....	**4-12
Extra to give Sumerian Militia Spearmen Pa if P-armed, Sh if LTS-armed @ 4 pts .....	any
Sumerian Militia Bowmen Reg D MI/LMI B @ 8 pts .....	**4-12
Extra to upgrade Sumerian Militia Spearmen/Bowmen to Reg C @ 4 pts.....	any
Sumerian Militia Archers Irr C or Reg D LI B @ 2 pts.....	**0-12
Sumerian Levy Skirmishers Irr D LI JLS or S @ 2 pts.....	**0-12
Extra to upgrade JLS-armed Sumerian Levy Skirmishers	
as Battle Cart Detachments @ 2 pts if to Irr C, @ 4 pts if to Irr B.....	**0-2/chariot
Extra to upgrade other Sumerian Levy Skirmishers to Reg D @ 2 pts.....	any
Extra to give Sh to Sumerian Levy Skirmishers/Slingers @ 2 pts .....	0-1/2
Middle Period (2300 BC - 2000 BC)	
Akkadian Ally-general with JLS or LTS in Battle Cart four-horse HCh with Irr B crew of	
unarmed driver and P standard @ 80 pts .....	*0-1
Akkadian Battle Carts four-horse HCh with Irr B crew of	
unarmed driver and 1 with JLS or LTS @ 20 pts.....	**0-3
Extra to give B to Akkadian Ally-general @ 0 pt .....	0-1
Extra to arm Akkadian Battle Cart driver with JLS @ 6 pts.....	any
Extra to upgrade Akkadian Levy Skirmishers	
as Chariot Runners @ 2 pts if to Irr C, @ 4 pts if to Irr B.....	**0-2/chariot
Akkadian Household Spearmen Reg C MI P @ 12 pts .....	**0-24
Akkadian Household Spearmen Reg C MI/LMI LTS or JLS @ 12 pts.....	**4-12
Akkadian Household Bowmen Reg C MI/LMI B @ 12 pts.....	**4-12
Extra to give Akkadian Household Spearmen Pa if P-armed, Sh if LTS-armed @ 4 pts.....	any
Akkadian Levy Skirmishers Irr D LI JLS or S or B @ 2 pts.....	**0-24
Extra to upgrade Akkadian Levy LI to Irr C or Reg D @ 2 pts or Reg C @ 4 pts .....	any

Climate: Dry.  
Boats: Yes.

List Rules: 1) Four-horse Battle Carts may not skirmish. 2) Militia Spearmen armed with pike are treated as such except they do not count a 3<sup>rd</sup> or 4<sup>th</sup> rank when fighting in hand-to-hand combat. 3) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range.

Notes: The availability of Meluhhan Allies reflects the close relations between the Makkan states of the Arabian coast and the Harappan cities of the Indus River Valley. Meluhhan Allies may not be used with Sumerian or Akkadian allies. Chariots may have a detachment of Chariot Runners or Battle Car Detachments of the same nationality. Akkadian Household Spearmen may not mix P and LTS in the same unit. Retainers/Warriors and Akkadian Spearmen/Bowmen may fight in mixed units. Minimums marked \* and \*\* apply only if any such troops are used in that period.

### 9. Early Syrian 2600 BC – 1800 BC

CinC with JLS or LTS in Battle Cart four-horse HCh with Irr B crew of unarmed driver @ 100 pts .....	1
PA standard to accompany CinC @ 15 pts .....	0-1
S standard to accompany CinC @ 85 .....	0-1
Ally-general with JLS or LTS in Battle Cart four-horse HCh with Irr B crew of unarmed driver @ 75 pts .....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts .....	0-1
P standard to accompany Sub-general or Ally-general @ 5 pts .....	any
Militia Bowmen Reg D MI/LMI/LI B @ 8 pts if MI/LMI, @ 4 pts if LI .....	4-18
Extra to upgrade Militia Bowmen to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI .....	any
Steppe Nomad Javelinmen Irr C LMI JLS @ 6 pts .....	6-24
Extra to upgrade Steppe Nomad Javelinmen to Irr B @ 3 pts .....	0-1/3
Extra to upgrade Irr B Steppe Nomad Javelinmen to Irr A @ 3 pts .....	0-6
Steppe Nomad Bowmen Irr C LMI B @ 6 pts .....	0-8
Steppe Nomad Skirmishers Irr D LI JLS @ 4 pts .....	6-18
Extra to give D to Javelinmen @ 3 pts, or to Skirmishers @ 2 pts .....	0-12 for each type
Steppe Nomad Archers Irr D LI B @ 2 pts .....	0-12
Steppe Nomad Slingers Irr D LI S @ 4 pts .....	0-12
Extra to upgrade Steppe Nomad Skirmishers/Archers/Slingers to Irr C @ 2 pts .....	0-12 for each type
Early Period (2600 BC – 2000 BC)	
Battle Carts four-horse HCh with Irr B crew of unarmed driver and 1 with JLS or LTS @ 20 pts .....	0-8
Extra to arm Battle Cart driver with JLS @ 6 pts .....	any
Straddle-cars two-horse LCh with Irr B crew of armed driver with JLS @ 16 pts .....	0-4
Extra to add two horses to Straddle-cars @ 4 pts .....	any
Chariot Runners Irr B LI JLS @ 6 pts .....	0-2/chariot
Militia Spearmen Reg D MI all P or all LTS @ 8 pts .....	8-32
Extra to give Militia Spearmen Pa if P-armed, Sh if LTS-armed @ 4 pts .....	any
Extra to upgrade Militia Spearmen to Reg B @ 8 pts .....	0-8
Extra to upgrade other Militia Spearmen to Reg C @ 4 pts .....	any
Extra to give Sh to Steppe Nomad Javelinmen @ 3 pts or Skirmishers @ 2 pts .....	0-1/2 of each type
Late Period (1900 BC – 1800 BC)	
Extra to give B to general @ 0 pt .....	any
Battle Carts four-horse HCh with Irr B crew of unarmed driver and 1 with JLS or LTS @ 20 pts .....	0-4
Extra to arm Battle Cart driver with JLS @ 6 pts .....	any
Light Battle Carts two-horse LCh with Irr B crew of armed driver with JLS @ 16 pts .....	0-6
Extra to add two horses to Light Battle Carts @ 4 pts .....	0-1/2
Chariot Runners Irr B LI JLS @ 6 pts .....	0-2/chariot
Extra to give Sh to Chariot Runners @ 2 pts .....	any
Militia Spearmen Reg D MI/LMI LTS or JLS, Sh @ 12 pts .....	8-32

Extra to upgrade Militia Spearmen to Reg B @ 8 pts .....	0-12
Extra to upgrade other Militia Spearmen to Reg C @ 4 pts.....	any
Habiru Irr B LMI JLS @ 9 pts .....	0-18
Extra to give Habiru Sh and/or D @ 3 pts .....	any
Extra to give 2HCW to JLS-armed Militia Spearman/Habiru @ 4 pts if MI/Reg LMI, @ 3 pts if Irr LMI...	0-1/3

Climate: Dry.

Boats: Yes.

List Rules: 1) Four-horse Battle Carts may not skirmish. 2) Militia Spearmen armed with pike are treated as such except they do not count a 3<sup>rd</sup> or 4<sup>th</sup> rank when fighting in hand-to-hand combat. 3) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range.

Notes: Chariots may have a detachment of Chariot Runners of the same nationality.

### 10. Akkadian/Later Sumerian 2300 BC -- 2000 BC

CinC with JLS or LTS in Battle Cart four-horse HCh with Irr B crew of unarmed driver @ 100 pts, or on foot as MI/LMI LTS or JLS or 2HCW, B and 3 Reg B MI/LMI LTS or JLS or 2HCW, B @ 115 pts .....	1
PA standard to accompany CinC @ 15 pts if Irr, @ 30 pts if Reg .....	0-1
S Standard to accompany CinC @ 85 pts if Irr, @ 120 pts if Reg .....	0-1
Ally-general with JLS or LTS in Battle Cart four-horse HCh with Irr B crew of unarmed driver @ 75 pts, or on foot as MI/LMI LTS or JLS or 2HCW, B and 3 Reg B MI/LMI LTS or JLS or 2HCW, B @ 90 pts .....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts .....	any
P standard to accompany Sub-general or Ally-general @ 10 pts if Reg, @ 5 pts if Irr .....	any
Bodyguard Reg B MI/LMI LTS or JLS or 2HCW, B @ 20 pts .....	0-8
Extra to give Sh to Bodyguard @ 3 pts if general's element, @ 4 pts if others .....	any
Battle Carts four-horse HCh with Irr B crew of unarmed driver and 1 with JLS or LTS @ 20 pts .....	0-8
Extra to arm Battle Cart driver with JLS @ 6 pts.....	any
Light Battle Carts two-horse LCh with Irr B crew of armed driver with JLS @ 16 pts .....	0-6
Extra to add two horses to Light Battle Carts @ 4 pts .....	any
Household Spearmen Reg C MI P @ 12 pts .....	0-24
Household Spearmen Reg C MI/LMI LTS or JLS @ 12 pts.....	4-18
Household Bowmen Reg C MI/LMI B @ 12 pts.....	4-18
Extra to upgrade Household Spearmen/Bowmen to Reg B @ 4 pts .....	any
Militia Spearmen Reg D MI each unit all P or all LTS @ 8 pts.....	12-48
Militia Bowmen Reg D MI/LMI B @ 8 pts.....	0-6
Extra to upgrade Militia Spearmen/Bowmen to Reg C @ 4 pts .....	any
Extra to give pike-armed Household/Militia Spearmen Pa @ 4 pts .....	any
Extra to give LTS- or JLS-armed Household/Militia Spearmen Sh @ 4 pts.....	any
Levy Skirmishers Irr D LI JLS @ 2 pts .....	0-24
Levy Slingers Irr D LI S @ 2 pts.....	6-24
Levy Archers Irr D LI B @ 2 pts .....	6-24
Extra to upgrade Levy Skirmishers as Chariot Runners @ 2 pts if to Irr C, @ 4 pts if to Irr B.....	0-2/chariot
Extra to upgrade other Levy LI to Irr C or Reg D @ 2 pts or Reg C @ 4 pts .....	any
Extra to give Sh to Levy Skirmishers/Slingers @ 2 pts.....	0-1/2
Steppe Nomad Javelinmen Irr C LMI JLS @ 6 pts .....	0-24
Extra to upgrade Steppe Nomad Javelinmen to Irr B @ 3 pts .....	0-1/3
Extra to upgrade Irr B Steppe Nomad Javelinmen to Irr A @ 3 pts .....	0-6
Steppe Nomad Bowmen Irr C LMI B @ 6 pts .....	0-8



Steppe Nomad Skirmishers Irr C LI JLS @ 4 pts.....	0-18
Extra to give Sh to Steppe Nomad Javelinmen @ 3 pts, or Skirmishers @ 2 pts.....	any
Extra to give D to Steppe Nomad Javelinmen @ 3 pts, or Skirmishers @ 2 pts.....	0-1/2 of each type
Extra to give 2HCW to Steppe Nomad Javelinmen @ 3 pts.....	0-1/3
Steppe Nomad Archers Irr C LI B @ 4 pts.....	0-12
Steppe Nomad Slingers Irr C LI S @ 4 pts.....	0-12
Highland Auxiliaries Irr C LMI JLS @ 6 pts.....	0-12
Extra to give 2HCW to Highland Auxiliaries @ 3 pts.....	any
Extra to give Sh to Highland Auxiliaries @ 3 pts.....	any
Highland Skirmishers Irr C LI JLS or B or S @ 4 pts.....	0-12
Extra to upgrade Highlander foot to Irr B @ 3 pts if LMI, @ 2 pts if LI.....	any
Extra to upgrade Irr B Highland Auxiliaries to Irr A @ 3 pts.....	0-3
Extra to give D to Highlander foot @ 3 pts if LMI, @ 2 pts if LI.....	any

Climate: Dry.

Boats: Yes.

List Rules: 1) Four-horse Battle Carts may not skirmish. 2) Household and Militia Spearmen armed with pike are treated as such except they do not count a 3<sup>rd</sup> or 4<sup>th</sup> rank when fighting in hand-to-hand combat. 3) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range.

Notes: Chariots may have a detachment of Chariot Runners, and a single-element chariot-mounted general may have a detachment of Bodyguards. Household/Militia and Spearmen/Bowmen of the same order may fight in mixed units. Household Spearmen and Militia may not mix P and LTS in the same unit.

### 11. Old Babylonian and Old Assyrian 2000BC -- 1600BC

CinC with B in two-horse LCh with Reg A crew of unarmed driver @ 100 pts, or on foot as	
MI/LMI LTS or JLS, Sh and 3 Reg B MI/LMI LTS or JLS, Sh @ 115 pts.....	1
PA standard to accompany CinC @ 30 pts.....	0-1
Ally-general with B in two-horse LCh with Reg A crew of unarmed driver @ 75 pts, or on foot as	
MI/LMI LTS or JLS, Sh and 3 Reg B MI/LMI LTS or JLS, Sh @ 90 pts.....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts.....	0-2
P standard to accompany Sub-general or Ally-general @ 10 pts.....	any
Chariotry two-horse LCh with Reg B crew of unarmed driver and one with B @ 19 pts.....	0-8
Extra to give JLS to B-armed chariot crewmen @ 0 pts if general's element, @ 2 pts if others.....	any
Chariot Runners Irr C LI JLS @ 4 pts.....	0-2/chariot
Extra to upgrade Chariot Runners to Reg C @ 2 pts or Reg B @ 4 pts.....	all/none
Extra to give Sh to Chariot Runners @ 2 pts.....	any
Sabum Takhkhun Bodyguard Reg B MI/LMI LTS or JLS, Sh @ 20 pts or B @ 16 pts.....	0-12
Sabum Kibitum Spearmen Reg D MI/LMI LTS or JLS, Sh @ 12 pts.....	12-48
Extra to upgrade Sabum Kibitum to Reg B as Sabum Emuqatum @ 8 pts.....	0-1/3
Extra to upgrade other Sabum Kibitum Spearmen to Reg C @ 4 pts.....	any
Sabum Qallatum Reg D LMI JLS @ 8 pts.....	4-36
Sabum Qallatum Reg D LI JLS @ 4 pts.....	4-36
Extra to upgrade Sabum Qallatum to Reg C @ 4 pts if LMI, @ 2 pts if LI.....	any
Extra to give Sabum Qallatum D @ 4 pts if LMI, @ 2 pts if LI.....	any
Ba'irum Reg C LMI JLS or B @ 12 pts.....	0-12
Extra to give 2HCW to Ba'irum @ 4 pts.....	any
Extra to give Sh to Sabum Qallatum/Ba'irum @ 4 pts if LMI, @ 2 pts if LI.....	any

Bowmen Reg D MI/LMI/LI B @ 8 pts if MI/LMI, @ 4 pts if LI .....	0-36
Extra to upgrade Bowmen to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI .....	any
Javelinmen Irr D LI JLS @ 2 pts .....	0-12
Slingers Irr D LI S @ 2 pts .....	0-12
Archers Irr D LI B @ 2 pts .....	0-12
Extra to upgrade Javelinmen/Slingers/Archers to Irr C or Reg D @ 2 pts or Reg C @ 4 pts .....	any
Extra to give Sh to Javelinmen/Slingers/Archers @ 2 pts .....	any
Highland Auxiliaries Irr C LMI JLS @ 6 pts .....	0-12
Extra to give 2HCW to Highland Auxiliaries @ 3 pts .....	any
Extra to give Sh to Highland Auxiliaries @ 3 pts .....	any
Highland Skirmishers Irr C LI JLS or B or S @ 4 pts .....	0-12
Extra to upgrade Highlander foot to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	any
Extra to upgrade Irr B Highland Auxiliaries to Irr A @ 3 pts .....	0-3
Extra to give D to Highlander foot @ 3 pts if LMI, @ 2 pts if LI .....	any
Amorite or other Nomadic Javelinmen Irr C LMI/LI JLS @ 6 pts if LMI, @ 2 pts if LI .....	0-36
Extra to give Sh to Amorite or other Nomadic Javelinmen @ 3 pts if LMI, @ 2 pts if LI .....	any
Extra to give D to Amorite or other Nomad Javelinmen @ 3 pts or Skirmishers @ 2 pts .....	0-1/2 of each type
Extra to upgrade Amorite or other Nomadic Javelinmen to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	0-1/2
Extra to upgrade Irr B Amorite or other Nomadic Javelinmen to Irr A @ 3 pts .....	0-6
Habiru Irr B LMI JLS @ 9 pts .....	0-8
Extra to give Habiru Sh and/or D @ 3 pts .....	any
Extra to give 2HCW to Amorite or other Nomadic Javelinmen/Habiru @ 3 pts .....	0-1/3
Elamite Ally-general with B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts .....	*1
Elamite Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with B @ 16 pts .....	*1-5
Extra to give JLS to B-armed chariot crewmen @ 0 pts if general's element, @ 1 pt if others .....	all/none
Extra to upgrade Elamite Charotry to HCh by adding two horses and 2 crew with B @ 12 pts if general's element, @ 16 pts if others .....	any
Elamite Chariot Runners Irr C LMI/LI JLS or B @ 6 pts if LMI, @ 4 pts if LI .....	*0-2/chariot
Extra to upgrade Elamite Chariot Runners to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	any
Extra to give Sh to Elamite Chariot Runners @ 3 pts if LMI, @ 2 pts if LI .....	any
Elamite Militia Spearmen Reg D MI/LMI LTS or JLS @ 8 pts .....	*0-12
Extra to upgrade Elamite Militia Spearmen to Reg B @ 8 pts .....	*0-1/2
Extra to upgrade other Elamite Militia Spearmen to Reg C @ 4 pts .....	any
Extra to give Sh to Elamite Militia Spearmen @ 4 pts .....	any
Elamite Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	*6-12
Elamite Skirmishers Irr C LI JLS or B or S @ 4 pts .....	*0-12
Elamite Highland Warriors Irr C LMI JLS @ 6 pts .....	*0-12
Extra to give Sh to Elamite Highland Warriors @ 3 pts .....	0-1/2
Extra to upgrade Elamite Highland Warriors to Irr B @ 3 pts .....	0-1/2
Extra to upgrade Irr B Elamite Highland Warriors to Irr A @ 3 pts .....	0-3
Elamite Highland Skirmishers Irr C LI JLS @ 4 pts .....	*0-8
Extra to give D to Elamite Highlanders @ 3 pts if LMI, @ 2 pts if LI .....	any

Climate: Dry.

Boats: Yes.

List Rule: 1) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range. 2) Ba'irum may embark or disembark from a boat counting it as a maneuver or single march segment; such troops are considered steady when disembarking as an exception to Warrior 5.221.

Notes: Chariots may have a detachment of Chariot Runners of the same nationality, and a single-element chariot-mounted general may have a detachment of Bodyguards. Spearmen/Bowmen of the same order may fight in mixed units. Minimums marked \* apply only if any Elamites are used.

**12. Kassite Babylonian 1600 BC – 1159 BC**

CinC with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 100 pts.....	1
PA standard to accompany CinC @ 30 pts.....	0-1
Sub-general with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 50 pts.....	0-3
P standard to accompany Sub-general @ 10 pts.....	any
Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with JLS, B @ 21 pts.....	4-16
Spearmen Reg D MI JLS, Sh @ 12 pts.....	6-24
Bowmen Reg D MI/LMI B @ 8 pts.....	6-24
Javelinmen Reg D LMI/LI JLS, Sh @ 12 pts if LMI, @ 6 pts if LI.....	0-24
Extra to upgrade Javelinmen to Reg B as Chariot Runners @ 8 pts if LMI, @ 4 pts if LI.....	0-2/chariot
Levy Archers Reg D LI B @ 4 pts.....	0-32
Levy Slings Reg D LI S @ 4 pts.....	0-24
Extra to upgrade other Javelinmen or Spearmen/Bowmen/Levy to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI.....	any
Nomadic Auxiliaries Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI.....	0-24
Extra to give Sh to Nomadic Auxiliaries @ 3 pts if LMI, @ 2 pts if LI.....	any
Extra to give D to Nomadic Auxiliaries @ 3 pts if LMI, @ 2 pts if LI.....	0-1/2 of each type
Guti Ally-general on foot as LMI JLS and 2 Irr B LMI JLS @ 81 pts.....	*1
Guti Warriors Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI.....	*11-24
Extra to give D to GUTI Warriors @ 3 pts if LMI, @ 2 pts if general's element or LI.....	any
Extra to upgrade GUTI Warriors to Irr B @ 3 pts.....	any
Extra to upgrade GUTI Warriors to Irr A @ 2 pts if general's element, @ 6 pts if others.....	any
Guti Skirmishers Irr C LI JLS or B or S @ 4 pts.....	*6-12
Extra to give Sh to GUTI Warriors/Skirmishers @ 3 pts if LMI, @ 2 pts if general's element or LI.....	0-1/2 each type

Climate: Dry.

Boats: Yes.

List Rule: As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range.

Note: Chariots may have a detachment of Chariot Runners. Spearmen and Bowmen may fight in mixed units of the same order. Minimums marked \* apply if any GUTI are used.

**13. Bedouin Tribes (Midianite) 1000 BC -- 600 BC**

CinC as MCm, B and 2 Irr C MCm, B @ 106 pts.....	1
Sub-general as MCm, B and 2 Irr C MCm, B @ 56 pts.....	0-3
Camelry Irr C MCm, B @ 9 pts.....	0-48
Extra to give general's element or Camelry second rider with B @ 9 pts.....	any
Scouts Irr C LCM, B @ 6 pts.....	0-16
Javelinmen Irr D LI JLS @ 2 pts.....	18-48
Slings Irr D LI S @ 2 pts.....	18-48
Archers Irr D LI B @ 2 pts.....	18-48
Extra to upgrade Javelinmen/Slings/Archers to Irr C @ 2 pts.....	any
Foot Nomad Auxiliaries Irr C LMI JLS @ 6 pts.....	0-36
Extra to give Sh to Foot Nomad Auxiliaries/Javelinmen/Slings @ 3 pts if LMI, @ 2 pts if LI.....	any

Climate: Dry.  
Boats: No.

#### 14. Hyksos 1650 BC – 1532 BC

CinC with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 100 pts.....	1
Sub-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 50 pts.....	0-3
Extra to upgrade Sub-general to Ally-general @ 25 pts.....	0-1
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with B or JLS @ 16 pts.....	3-12
Extra to give JLS to B-armed chariot crewmen @ 1 pt.....	any
Chariot Runners Irr B LI JLS or B @ 6 pts.....	0-2/chariot
Spearmen Irr C MI/LMI JLS @ 8 pts if MI, @ 6 pts if LMI.....	4-24
Extra to upgrade Spearmen to Irr B @ 4 pts if MI, @ 3 pts if LMI.....	0-1/2
Levy Spearmen Irr D MI/LMI/LI JLS @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI.....	6-36
Extra to upgrade Levy Spearmen to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI.....	any
Bowmen/Archers Irr C LMI/LI JLS, B @ 9 pts if LMI, @ 4 pts if LI.....	6-24
Slings Irr C LI S @ 4 pts.....	0-12
Extra to give Sh to Spearmen/Levy Spearmen/Slings @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI.....	any
Mercenary Libyan Warriors Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI.....	0-12
Extra to give Sh to Mercenary Libyan Warriors @ 3 pts if LMI, @ 2 pts if LI.....	any
Extra to upgrade Mercenary Libyan Warriors to Irr B @ 3 pts if LMI, @ 2 pts if LI.....	any
Subject Egyptian Spearmen Reg D MI JLS, Sh @ 12 pts.....	*8-24
Extra to give 2HCW to Subject Egyptian Spearmen @ 4 pts.....	0-1/2
Extra to give D to Subject Egyptian Spearmen @ 4 pts.....	any
Subject Egyptian Bowmen Reg D MI/LMI B @ 8 pts.....	*8-24
Subject Egyptian Javelinmen Reg D LMI/LI JLS @ 8 pts if LMI, @ 4 pts if LI.....	*0-18
Extra to give Sh to Subject Egyptian Javelinmen @ 4 pts if MI/LMI, @ 2 pts if LI.....	any
Extra to upgrade Subject Egyptian infantry to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI.....	0-1/2

Climate: Dry.

Boats: No, except that Subject Egyptians may use boats.

List Rule: As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range.

Notes: Chariots may have a detachment of Chariot Runners. Minimums marked \* apply only if any such troops are used.

#### 15. Early Canaanite, Ugaritic, Syrian 1700 BC – 1100 BC

CinC with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 100 pts.....	1
PA standard to accompany CinC @ 15 pts.....	0-1
Ally-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts.....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts.....	0-1
P standard to accompany Ally-general or Sub-general @ 5 pts.....	any
Maryannu Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts.....	4-16
Chariot Runners Irr B LI JLS or B @ 6 pts.....	0-2/chariot
Royal Guard Reg B MI/LMI JLS or LTS or B @ 16 pts.....	0-9
Extra to give 2HCW to JLS-armed Royal Guard @ 4 pts.....	any
Extra to give Sh to Royal Guard/Chariot Runners @ 4 pts if MI/LMI, @ 2 pts if LI.....	any
Spearmen Irr C MI/LMI/LI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI, @ 6 pts if LI.....	8-48

Extra to upgrade Spearmen to Reg C @ 4 pts if MI, @ 7 pts if LMI, @ 2 pts if LI .....	all/none
Extra to give 2HCW to MI/LMI Spearmen @ 4 pts if MI/Reg LMI, @ 3 pts if Irr LMI.....	0-1/3
Bowmen Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI .....	0-18
Extra to upgrade Bowmen to Reg C @ 4 pts if MI, @ 6 pts if LMI, @ 2 pts if LI.....	all/none
Hupshu Javelinmen Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI.....	0-36
Hupshu Archers Irr C LMI/LI B @ 6 pts if LMI, @ 4 pts if LI.....	6-24
Steppe Nomad Javelinmen Irr D LI JLS @ 2 pts .....	0-12
Steppe Nomad Slingers Irr D LI S @ 2 pts .....	0-12
Steppe Nomad Archers Irr D LI B @ 2 pts .....	0-12
Extra to upgrade Steppe Nomads to Irr C @ 2 pts .....	any
Extra to give Sh to Hupshu or Steppe Nomad Javelinmen/Slingers @ 3 pts if LMI, @ 2 pts if LI .....	any
Extra to give D to Hupshu or Steppe Nomad Javelinmen @ 3 pts if LMI, @ 2 pts if LI .....	0-1/2
Habiru Irr B LMI JLS @ 9 pts .....	0-12
Extra to give Habiru Sh and/or D @ 3 pts .....	any
Extra to give 2HCW to Habiru @ 3 pts.....	0-1/2
Early Period (1700 BC -- 1550 BC)	
Mitannian Ally-general with JLS, B in two-horse light chariot with	
Reg B crew of unarmed driver @ 75 pts.....	*1
Mitannian Chariotry two-horse LCh with Reg B crew of unarmed driver and 1	
with JLS, B @ 21 pts.....	*1-5
Mitannian Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI .....	*0-2/chariot
Mitannian Spearmen Reg C MI/LMI JLS, Sh @ 16 pts.....	*0-6
Mitannian Bowmen Reg C MI/LMI B @ 12 pts .....	*0-6
Extra to upgrade Mitannian Spearmen/Bowmen to Reg B .....	any
Mitannian-led Steppe Nomad Skirmishers Irr C LI JLS or S, Sh @ 6 pts.....	*0-12
Extra to give D to JLS-armed Mitannian-led Steppe Nomad Skirmishers @ 2 pts.....	any
Middle Period (1549 BC -- 1340 BC)	
Mitannian Allies as listed in Early Period	
Egyptian Ally-general with B, JLS in two-horse LCh with Reg B crew of unarmed driver @ 75 pts .....	**1
Egyptian Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with B @ 19 pts.....	**1-5
Extra to give JLS to B-armed chariot crewmen @ 2 pts .....	any
Egyptian Peherer Chariot Runners Reg B LMI/LI JLS or B @ 12 pts if LMI, @ 6 pts if LI.....	**0-2/chariot
Extra to give Sh to Egyptian Peherer Chariot Runners @ 4 pts if LMI, @ 2 pts if LI .....	any
Egyptian Spearmen Reg C MI JLS, Sh @ 16 pts .....	**4-12
Extra to give 2HCW to Egyptian Spearmen @ 4 pts .....	0-1/2
Extra to give D to Egyptian Spearmen @ 4 pts .....	any
Egyptian Bowmen Reg C MI/LMI B @ 12 pts .....	**4-12
Extra to upgrade MI/LMI Spearmen/Bowmen to HI/LHI @ 8 pts .....	0-1/2 of each type
Extra to upgrade Spearmen/Bowmen to Reg B as veterans @ 4 pts.....	0-1/3 of each type
Reduction to downgrade other Spearmen/Bowmen to Reg D @ -4 pts.....	any
Egyptian Javelinmen Reg C LMI/LI JLS, Sh @ 16 pts if LMI, @ 8 pts if LI.....	**0-12
Sea Peoples Mercenary Warriors Irr B LMI JLS, Sh @ 12 pts .....	0-24
Extra to upgrade Sea Peoples Mercenary Warriors to LHI @ 6 pts .....	any
Extra to give 1HCW to LHI Sea Peoples Mercenary Warriors @ 3 pts .....	any
Late Period (1339 BC -- 1100 BC)	
Egyptian Allies and Sea Peoples Mercenaries as listed in Middle Period	
Extra to upgrade Ugaritic Maryannu chariots to two-horse HCh with 2 <sup>nd</sup> armed	
crewman with JLS or LTS or B @ 6 pts .....	any

Extra to add third horse to Ugaritic Maryannu HCh @ 2 pts.....	any
Extra to upgrade Chariot Runners to Reg B @ 7 pts if LMI, @ 2 pts if LI .....	any
Mounted Scouts Irr C LC JLS or B @ 8 pts .....	0-6

Climate: Warm.

Boats: No, except that boats may be used in the Middle and Late Periods by Egyptian allies, and in the Late Period by Sea Peoples and by the troops of any command in which all Maryannu Chariotry are upgraded to heavy as Ugaritic.

List Rule: 1) Steady Royal Guard spearmen fight two full ranks with JLS/LTS at all times. 2) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range. 3) Barbarian Infantry Rules do not apply to Canaanite, Ugaritic or Syrian Spearmen.

Notes: Chariots may have a detachment of Chariot Runners of the same nationality. Mitannian, Egyptian and Sea Peoples allies cannot be used together. If any Maryannu Chariots in a command are upgraded to HCh as Ugaritic, than all chariots in that command must be so upgraded. Spearmen/Bowmen, Hupshu Javelinmen/Archers and Mitannian Spearmen/Bowmen may fight in mixed units of the same order. Minimums marked \* or \*\* apply only if any such troops are used in that period.

### 16. Hittite 1680 BC – 1180 BC

CinC with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 100 pts .....	1
PA standard to accompany CinC @ 30 pts.....	0-1
Sub-general with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 50 pts.....	0-3
Hittite Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with JLS, B @ 21 pts .....	5-24
Extra to upgrade LCh to Reg A as Bodyguard @ 1 pt .....	0-1/general
Hittite Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI.....	0-2/chariot
Hittite Royal Guard Reg B MI/LMI LTS or JLS, Sh, or 2SA @ 20 pts .....	0-8
Extra to give 2HCW to JLS-armed Royal Guard @ 4 pts .....	any
Hittite Spearmen Reg C MI/LMI JLS, Sh @ 16 pts .....	6-48
Reduction to downgrade Spearmen to Reg D @ -4 pts.....	any
Hittite Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	0-12
Extra to upgrade Bowmen to Reg C @ 4 pts if MI, @ 6 pts if LMI .....	any
Extra to upgrade Reg C Spearmen/Bowmen to Reg B @ 4 pts .....	0-1/2
Hittite Javelinmen Irr C LMI/LI JLS, Sh @ 9 pts if LMI, @ 6 pts if LI.....	0-24
Hittite Slingers Irr C LI S @ 4 pts .....	0-16
Hittite Archers Irr C LI B @ 4 pts .....	0-24
Extra to upgrade Javelinmen/Slingers/Archers to Reg C @ 7 pts if LMI, @ 2 pts if LI .....	any
Extra to give Sh to Slingers @ 2 pts .....	any
Early Period (1600 BC – 1380 BC)	
Extra to upgrade LCh to HCh with 2 <sup>nd</sup> crewman armed with JLS @ 8 pts if general's element or other Reg A, @ 7 pts if Reg B.....	0-1/2
Anatolian Vassal Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS or LTS, B @ 17 pts .....	*1-6
Anatolian Vassal Chariot Runners Irr C LI JLS or B @ 4 pts.....	*0-2/chariot
Anatolian Vassal Western Warriors Irr B LMI LTS or JLS, Sh @ 12 pts .....	*0-9
Extra to upgrade Western Warriors to LHI @ 6 pts .....	0-1/2
Extra to give 1HCW to JLS-armed LHI Western Warriors @ 3 pts.....	any
Anatolian Vassal Spearmen Irr C or Reg D MI LTS or JLS, Sh @ 12 pts .....	*0-16
Anatolian Vassal Javelinmen Irr C or Reg D LMI JLS, Sh @ 12 pts if Reg, @ 9 pts if Irr .....	*0-12

Extra to upgrade Reg D Spearmen/Javelinmen to Reg B @ 8 pts .....	0-1/3
Extra to upgrade other Reg D Spearmen/Javelinmen to Reg C @ 4 pts.....	any
Anatolian Vassal Skirmishers/Slingers/Archers Irr C LI JLS or S or B @ 2 pts .....	*0-18
Extra to give Sh to Anatolian Vassal Skirmishers/Slingers @ 2 pts .....	any
Extra to upgrade Anatolian Vassal Skirmishers/Slingers/Archers to Reg C @ 2 pts.....	any
Late Period (1379 BC – 1150 BC)	
Anatolian Vassals as listed in Early Period	
Extra to upgrade LCh to HCh with 2 <sup>nd</sup> crewman armed with JLS	
@ 8 pts if general's element or other Reg A, @ 7 pts if Reg B, .....	1/2-all
Extra to exchange Hittite chariot crew or MI Spearmen JLS for LTS @ 0 pts .....	any
Mitannian Ally-general with JLS, B in two-horse light chariot with	
Reg B crew of unarmed driver @ 75 pts.....	**1
Mitannian Chariotry two-horse LCh with Reg B crew of unarmed driver and 1	
with JLS, B @ 21 pts.....	**1-5
Mitannian Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI .....	**0-2/chariot
Mitannian Spearmen Reg C MI/LMI JLS, Sh @ 16 pts.....	**0-6
Mitannian Bowmen Reg C MI/LMI B @ 12 pts .....	**0-6
Extra to upgrade Mitannian Spearmen/Bowmen to Reg B .....	any
Mitannian-led Steppe Nomad Skirmishers Irr C LI JLS or S, Sh @ 6 pts.....	**0-12
Extra to give D to JLS-armed Mitannian-led Steppe Nomad Skirmishers @ 2 pts .....	any
Syrian Ally-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts .....	***1
Syrian Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts.....	***1-5
Extra to upgrade Syrian chariots to two-horse HCh with 2 <sup>nd</sup> armed crewman	
with JLS or LTS or B as Ugaritic @ 6 pts.....	all/none
Extra to add third horse to Ugaritic Maryannu HCh @ 2 pts.....	all/none
Syrian Chariot Runners Irr B LI JLS or B @ 6 pts.....	***0-2/chariot
Syrian Spearmen Irr C MI/LMI/LI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI, @ 6 pts if LI .....	***4-12
Extra to upgrade Syrian Spearmen to Reg C @ 4 pts if MI, @ 7 pts if LMI, @ 2 pts if LI .....	all/none
Syrian Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	**0-12
Extra to upgrade Syrian Bowmen to Reg C @ 4 pts if MI, @ 6 pts if LMI.....	all/none
Extra to upgrade Reg Syrian Spearmen/Bowmen to Reg B as Royal Guard @ 4 pts.....	0-4 of each type
Syrian Hupshu Javelinmen/Slingers/Archers Irr D LI JLS or S or B @ 2 pts .....	**0-16
Extra to upgrade Syrian Hupshu Javelinmen/Slingers/Archers to Irr C @ 2 pts.....	all/none
Extra to give Sh to Syrian Hupshu Javelinmen/Slingers @ 2 pts .....	any

Climate: Warm.

Boats: No, except that boats may be used by the troops of any command in which all Maryannu Chariotry are upgraded to heavy as Ugaritic.

List Rules: 1) Steady Royal Guard armed with JLS/LTS fight two full ranks with those weapons at all times. 2) Barbarian Infantry Rules do not apply to Syrian Spearmen.

Notes: Hittite generals can command Hittite and Anatolian vassal troops. Anatolian Vassals and Mitannian Allies cannot be used together. Chariots may have a detachment of Chariot Runners of the same nationality. Mitannian and Syrian Spearmen/Bowmen and Syrian Hupshu Javelinmen/Archers may fight in mixed units of the same order. Minimums marked \* and \*\* and \*\*\* apply only if any such troops are used.

### 17. Mitannian 1600 BC – 1250 BC

CinC with JLS, B in two-horse LCh with Reg A crew of unarmed driver @100 pts..... 1

PA standard to accompany CinC @ 30 pts.....	0-1
Sub-general with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 50 pts.....	0-2
Maryannu Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with JLS, B @ 21 pts.....	5-24
Extra to upgrade crew to Reg A @ 1 pt.....	any
Alik Ilku Chariot Runners Reg B LMI/LI JLS @ 16 pts if LMI, @ 8 pts if LI.....	0-2/chariot
Extra to give Sh to Irr Alik Ilku Chariot Runners @ 4 pts if LMI, @ 2 pts if LI.....	any
Mar Shipri Scouts Irr C LC B @ 8 pts.....	0-4
Alik Ilku Spearmen Reg C MI/LMI JLS, Sh @ 16 pts.....	0-18
Alik Ilku Bowmen Reg C MI/LMI B @ 12 pts.....	0-18
Extra to upgrade Alik Ilku to Reg B.....	any
Ashshabu Kharu Archers Irr C LMI B, JLS @ 9 pts.....	0-12
Extra to give Ashshabu Kharu Archers Sh @ 3 pts.....	0-1/2
Steppe Nomad Javelinmen Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI.....	0-24
Extra to upgrade LMI Steppe Nomads to Irr B @ 3 pts.....	0-1/3
Extra to upgrade Irr B Steppe Nomads to Irr A @ 3 pts.....	0-6
Steppe Nomad Slingers Irr D LI S @ 2 pts.....	0-6
Steppe Nomad Archers Irr D LI B @ 2 pts.....	0-12
Extra to give Sh to Steppe Nomad Javelinmen/Slingers @ 3 pts if LMI, @ 2 pts if LI.....	any
Extra to give D to Steppe Nomad Javelinmen @ 3 pts if LMI, @ 2 pts if LI.....	0-1/2 of each type
Extra to upgrade Steppe Nomad Slingers/Archers to Irr C @ 2 pts.....	any
Early Period (1600 BC – 1340 BC)	
Syrian Ally-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts.....	*2
Syrian Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts.....	*1-8
Extra to upgrade Syrian chariots to two-horse HCh with 2 <sup>nd</sup> armed crewman with JLS or LTS or B as Ugaritic @ 6 pts.....	all/none
Extra to add third horse to Ugaritic Syrian Maryannu HCh @ 2 pts.....	all/none
Syrian Chariot Runners Irr B LI JLS or B @ 6 pts.....	*0-2/chariot
Syrian Spearmen Irr C MI/LMI/LI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI, @ 6 pts if LI.....	*4-12
Extra to upgrade Syrian Spearmen to Reg C @ 4 pts if MI, @ 7 pts if LMI, @ 2 pts if LI.....	all/none
Syrian Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI.....	*0-12
Extra to upgrade Syrian Bowmen to Reg C @ 4 pts if MI, @ 6 pts if LMI.....	all/none
Extra to upgrade Reg Syrian Spearmen/Bowmen to Reg B as Royal Guard @ 4 pts.....	0-4 of each type
Syrian Hupshu Javelinmen/Slingers/Archers Irr D LI JLS or S or B @ 2 pts.....	*0-16
Extra to upgrade Syrian Hupshu Javelinmen/Slingers/Archers to Irr C @ 2 pts.....	all/none
Extra to give Sh to Syrian Hupshu Javelinmen/Slingers @ 2 pts.....	any
Late Period (1339 BC -1250 BC)	
Hittite Ally-general with JLS, B in two-horse HCh with Reg A crew of unarmed driver and 1 with JLS @ 83 pts.....	*1
Hittite Chariotry two-horse HCh with Reg B crew of unarmed driver, 1 with JLS, B and 1 with JLS @ 27 pts.....	*1-5
Hittite Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI.....	*0-2/chariot
Hittite Spearmen Reg C MI/LMI JLS, Sh @ 16 pts.....	*4-12
Extra to exchange Hittite chariotry or MI Spearmen JLS for LTS @ 0 pts.....	any
Hittite Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI.....	*0-6
Extra to upgrade Hittite Bowmen to Reg C @ 4 pts if MI, @ 6 pts if LMI.....	any
Extra to upgrade Reg C Hittite Spearmen/Bowmen to Reg B @ 4 pts.....	0-1/2
Hittite Javelinmen/Slingers/Archers Irr C LI JLS or S or B @ 4 pts.....	*0-12
Extra to upgrade Hittite Javelinmen/Slingers/Archers to Reg C @ 2 pts.....	any



Extra to give Sh to Hittite Javelinmen/Slingers @ 2 pts..... any

Climate: Dry.

Boats: No, except that Syrian allies may use boats.

List Rules: 1) Steady Reg B Alik Ilku Spearmen fight two full ranks at all times. 2) Barbarian Infantry Rules do not apply to Syrian Spearmen.

Notes: Chariots may have a detachment of Chariot Runners of the same nationality. Alik Ilku and Syrian Spearmen/Bowmen and Syrian Hupshu Javelinmen/Archers may fight in mixed units of the same order. Minimums marked \* and \*\* apply only if any such troops are used.

## 18. Anatolian States 1500 BC – 1000 BC

CinC with JLS or LTS, B in two-horse LCh with Irr B crew of unarmed driver @ 100 pts, or on foot as	
LMI JLS, Sh with 2 Irr B LMI JLS, Sh @ 108 pts .....	1
PA standard to accompany CinC @ 15 pts.....	0-1
Anatolian Ally-general with JLS or LTS, B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts, or on foot as LMI JLS, Sh with 2 Irr B LMI JLS, Sh @ 83 pts.....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts .....	0-1
P standard to accompany Ally-general or Sub-general @ 10 pts if Reg, @ 5 pts if Irr .....	any
Anatolian Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS or LTS, B @ 17 pts .....	3-16
Western Warriors Irr B LMI LTS or JLS, Sh @ 12 pts.....	0-24
Extra to upgrade Western Warriors to LHI @ 6 pts.....	0-1/2
Extra to give 1HCW to JLS-armed LHI Western Warriors @ 3 pts .....	any
Spearmen Irr C or Reg D MI LTS or JLS, Sh @ 12 pts .....	8-48
Javelinmen Irr C or Reg D LMI JLS, Sh @ 12 pts if Reg, @ 9 pts if Irr.....	0-36
Extra to upgrade Reg D Spearmen/Javelinmen to Reg B @ 8 pts .....	0-1/3
Extra to upgrade other Reg D Spearmen/Javelinmen to Reg C @ 4 pts.....	any
Skirmishers Irr C LI JLS @ 4 pts .....	6-36
Slingers Irr C LI S @ 4 pts .....	0-24
Archers Irr C LI B @ 4 pts .....	0-24
Extra to give Sh to Skirmishers/Slingers @ 2 pts.....	any
Upgrade Skirmishers/Archers as Irr B as Chariot Runners @ 2 pts .....	0-2/chariot
Extra to upgrade Irr LMI/LI Javelinmen/Skirmishers to Irr B as Kaska @ 3 pts if LMI, @ 2 pts if LI .....	any
Extra to upgrade other Skirmishers/Slingers/Archers to Reg C @ 2 pts.....	any
Sea Peoples Ally-general with JLS, B in two-horse HCh with Irr B crew of unarmed driver and 1 with JLS or LTS @ 56 pts, or on foot as LHI JLS, Sh with 2 Irr B LHI JLS, Sh @ 87 pts .....	*1
Sea Peoples Chariotry two-horse HCh Irr B crew of unarmed driver and 1 with JLS, B and 1 with JLS or LTS @ 22 pts .....	*0-3
Sea Peoples Chariot Runners Irr B LI JLS, Sh @ 6 pts.....	*0-2/chariot
Sea Peoples Warriors Irr C LMI JLS, Sh @ 9 pts .....	*0-24
Extra to upgrade Sea Peoples Warriors to Irr B @ 3 pts .....	0-1/2
Extra to upgrade Irr B Sea Peoples Warriors to LHI @ 6 pts.....	any
Extra to give 1HCW to LHI Sea Peoples Warriors @ 2 pts if foot general's element, @ 3 pts if others .....	any
Sea Peoples Skirmishers Irr C LI JLS, Sh @ 6 pts .....	*0-12
Extra to upgrade Sea Peoples Skirmishers to Irr B @ 2 pts .....	0-1/2
Hittite Ally-general with JLS, B in two-horse HCh with Reg A crew of unarmed driver and 1 with JLS @ 83 pts .....	**1
Hittite Chariotry two-horse HCh with Reg B crew of unarmed driver, 1 with JLS, B and 1 with JLS @ 27 pts .....	**1-5

Hittite Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI.....	**0-2/chariot
Hittite Spearmen Reg C MI/LMI JLS, Sh @ 16 pts .....	**4-12
Extra to exchange Hittite chariotry or MI Spearmen JLS for LTS @ 0 pts .....	any
Hittite Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	**0-6
Extra to upgrade Hittite Bowmen to Reg C @ 4 pts if MI, @ 6 pts if LMI.....	any
Extra to upgrade Reg C Hittite Spearmen/Bowmen to Reg B @ 4 pts .....	0-1/2
Hittite Javelinmen/Slingers/Archers Irr C LI JLS or S or B @ 4 pts .....	**0-12
Extra to upgrade Hittite Javelinmen/Slingers/Archers to Reg C @ 2 pts .....	any
Extra to give Sh to Hittite Javelinmen/Slingers @ 2 pts.....	any

Climate: Warm.

Boats: No, except that Sea Peoples may use boats.

Notes: Chariots may have a detachment of Chariot Runners of the same nationality. A Kizzuwatnan army cannot have Western Warriors or LTS-armed Spearmen. Kaska ignore maximums on JLS-armed LMI and LI, cannot have Western Warriors, Hittite allies, close-order spearmen, any Reg troops or more than 6 chariots including generals, and only they can have generals on foot. Western Warriors may be used for Trojan heroes and other elite fighters, while Sea Peoples allies may be used for Sarpedon and his Lykians. Minimums marked \* and \*\* apply only if any such troops are used.

### 19. Minoan and Mycenaean 1700 BC – 1150BC

CinC with LTS or JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 100 pts.....	1
Sub-general with LTS or JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 50 pts.....	0-3
Extra to upgrade LCh to Reg A as Bodyguard @ 1 pt .....	0-1/general
Extra to give B to armed chariot crewmen @ 2 pts if Reg, @ 1 pt if Irr.....	any
Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	4-18
Javelinmen Irr C LI JLS @ 4 pts .....	6-24
Slingers Irr D LI S @ 2 pts .....	6-18
Archers Irr D LI B @ 2 pts .....	0-24
Extra to upgrade Slingers/Archers to Irr C @ 2 pts.....	any
Extra to give Sh to Javelinmen/Slingers @ 2 pts .....	any
6 elements width of ditched palisade @ 20 pts.....	0-2

Minoan (1700 BC – 1350 BC)

Extra to modify general's element to HI/LHI LTS or JLS, Sh and	
3 Reg B HI/LHI LTS or JLS, Sh @ 21 pts .....	any
Extra to upgrade Sub-general to Ally-general @ 25 pts .....	any
Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with LTS or JLS @ 19 pts .....	0-4
Chariot Runners Reg B LI JLS, Sh @ 10.....	0-2/chariot
Bodyguards Reg B MI/LMI LTS or JLS, Sh @ 20 pts.....	0-7
Extra to exchange MI general's element or Bodyguards LTS, Sh for P, Pa @ 0 pts.....	all/none
Marines Reg C LMI LTS or JLS, Sh @ 16 pts .....	0-24
Extra to upgrade Marines to Reg B @ 4 pts .....	any
Extra to give B or S to Marines @ 4 pts.....	0-1/2
Spearmen Irr D MI all P or all LTS @ 4 pts.....	8-48
Extra to upgrade Irr D Spearmen to Irr C or Reg D @ 4 pts.....	any
Extra to upgrade Bowmen to Reg D @ 0 pts if MI, @ 2 pts if LMI.....	any
Extra to upgrade Reg D Bowmen/Spearmen to Reg C @ 4 pts.....	any
Extra to upgrade Reg C Bowmen/Spearmen to Reg B @ 4 pts .....	0-1/3

Extra to give Spearmen Pa if P-armed, Sh if LTS-armed @ 4 pts .....	any
Extra to upgrade Irr C Javelinmen/Archers/Slingers to Reg C @ 2 pts .....	any
Nubian Mercenaries Reg B LMI LTS or JLS, Sh @ 20 pts .....	0-24
Extra to give B to Nubian Mercenaries @ 4 pts .....	any
Mycenaean Mercenaries Irr C LMI LTS or JLS, Sh @ 9 pts .....	0-24
Extra to upgrade Mycenaean Mercenaries to Irr B @ 3 pts .....	any
Extra to upgrade Irr B Mycenaean Mercenaries to LHI @ 6 pts .....	0-1/2
Extra to give 1HCW to JLS-armed LHI Mycenaean Mercenaries @ 3 pts .....	any
Early Period Mycenaean (1700 BC – 1350 BC)	
Extra to upgrade Sub-general to Ally-general @ 25 pts .....	any
Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with LTS or JLS @ 19 pts .....	4-18
Chariot Runners Reg B LI JLS, Sh @ 10 .....	0-2/chariot
Warriors Irr C LMI LTS or JLS, Sh @ 9 pts .....	0-24
Extra to upgrade Warriors to Reg C @ 7 pts .....	any
Extra to upgrade Warriors to B class @ 3 pts if Irr, @ 4 pts if Reg .....	any
Extra to upgrade B grade Warriors to LHI @ 6 pts if Irr, @ 8 pts if Reg .....	any
Extra to give 1HCW to JLS-armed LHI Warriors @ 3 pts if Irr, @ 4 pts if Reg .....	any
Spearmen Reg D or Irr C MI all P or all LTS @ 8 pts .....	8-48
Extra to upgrade Bowmen to Reg D @ 0 pts if MI, @ 2 pts if LMI .....	any
Extra to upgrade Reg D Bowmen/Spearmen to Reg C @ 4 pts .....	any
Extra to upgrade Reg C Bowmen/Spearmen to Reg B @ 4 pts .....	0-1/2
Extra to give Spearmen Pa if P-armed, Sh if LTS-armed @ 4 pts .....	any
Extra to upgrade Irr C Javelinmen/Archers/Slingers to Reg C @ 2 pts .....	0-1/2
Nubian Mercenaries Reg B LMI LTS or JLS, Sh @ 20 pts .....	0-6
Extra to give B to Nubian Mercenaries @ 4 pts .....	any
Late Period Mycenaean (1349 BC – 1150 BC)	
Reduction to downgrade chariot crews to Irr B @ 0 pts if general's element, @ -3 pts if others .....	all
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with LTS or JLS @ 16 pts .....	4-18
Chariot Runners Irr B LI JLS, Sh @ 8 .....	0-2/chariot
Cavalry Irr B HC JLS @ 21 pts .....	0-4
Warriors Irr C LMI LTS or JLS, Sh @ 6 pts .....	0-48
Extra to upgrade Warriors to Irr B @ 3 pts .....	any
Extra to upgrade Irr B Warriors to LHI @ 6 pts .....	any
Extra to give 1HCW to JLS-armed LHI Warriors @ 3 pts .....	any
Spearmen Irr C MI LTS or JLS, Sh @ 12 pts .....	8-24
Extra to upgrade Spearmen to HI @ 8 pts .....	0-1/2
Extra to upgrade Spearmen to Irr B @ 4 pts .....	0-1/2
Achaean Ally-general as Achilles with JLS, 1HCW in two-horse LCh	
with Irr A crew of unarmed driver @ 75 pts .....	*1
Extra to upgrade chariot crew to Irr A JLS, 1HCW as Patroclus @ 2 pts .....	*1
Achaean Myrmidons Irr B MI/LMI LTS or JLS, Sh @ 16 pts if MI, @ 12 pts if LMI .....	*4-12
Extra to upgrade Achaean Myrmidons to Irr A @ 4 pts if MI, @ 3 pts if LMI .....	all/none
Extra to give 1HCW to Achaean Myrmidons @ 4 pts if MI, @ 3 pts if LMI .....	any
Pylian Sub-general as Nestor with JLS, 1HCW in two-horse LCh with	
Reg A crew of unarmed driver @ 50 pts .....	**1
Pylian Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with LTS or JLS @ 19 pts ...	**0-6
Extra to upgrade chariot crew to Reg A JLS, 1HCW as Antilochus @ 2 pts .....	*1
Pylian Chariot Runners Reg B LI JLS, Sh @ 10 .....	**0-2/chariot

Pyliaan Spearmen Reg C MI/LMI LTS or JLS, Sh @ 16 pts.....	**4-12
Extra to upgrade Pyliaan Spearmen to Reg B @ 4 pts.....	any
Pyliaan Bowmen Reg C MI/LMI B @ 4 pts .....	**0-6
Extra to upgrade Irr C Javelinmen/Archers/Slingers to Reg C as Pyliaans @ 2 pts.....	0-12

Climate: Warm.

Boats: Yes.

List Rule: 1) General's and one accompanying Bodyguard element (including Patroclus and/or Antilochus) dismount 1:1 as EHI LTS or JLS, Sh in the Early Mycenaean Periods and as LHI 1HCW, JLS, Sh in the Late Mycenaean Period. 2) Spearmen from the Minoan and Early Mycenaean Periods armed with pike are treated as such except they do not count a 3<sup>rd</sup> or 4<sup>th</sup> rank when fighting in hand-to-hand combat. 3) Minoan Marines may embark or disembark from a boat counting it as a maneuver or single march segment; such troops are considered steady when disembarking as an exception to Warrior 5.221. 4) Barbarian Infantry Rules do not apply to Spearmen in the Minoan or Early Mycenaean Periods. 5) A Minoan army may take a major water feature automatically as a first terrain choice, on player's left on a score of 1, 2 or 3 and on player's right on a score of 4, 5 or 6, without modification for home climate.

Notes: The presence of Nubian mercenaries is suggested by the frescoes at Knossos. In the Minoan and Early Mycenaean Periods, MI Bowmen may fight in mixed units with Spearmen armed with LTS and in the Late Mycenaean Period with any close order Spearmen. The Achaean Ally-general and Myrmidons represent Achilles and his contingent; Achilles may command any troops except Pyliaans, but only he may command the Myrmidons and he is always Rash. Pyliaans must all be commanded by the Sub-general representing Nestor and he is always cautious. Pyliaan Bowmen may fight in mixed units with Pyliaan Spearmen of the same order. Troops marked \* or \*\* minimums apply only if any such troops are used.

## 20. New Kingdom Egyptian 1580 BC – 1070 BC

CinC with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 100 pts .....	1
PA standard to accompany CinC @ 30 pts.....	0-1
Sub-general with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 50 pts.....	0-3
Chariotry two-horse LCh Reg B crew of unarmed driver and 1 with B @ 19 pts .....	5-24
Extra to give JLS to B-armed chariot crewmen @ 2 pts .....	any
Extra to upgrade LCh to Reg A as bodyguard @ 1 pt.....	0-1/general
Peherer Chariot Runners Reg B LMI/LI JLS or B @ 16 pts if LMI, @ 8 pts if LI.....	0-2/chariot
Extra to give Sh to Chariot Runners @ 4 pts if LMI, @ 2 pts if LI .....	any
Khapitya Scouts Reg B LC B @ 14 pts.....	0-6
Spearmen Reg C MI JLS, Sh @ 16 pts .....	8-24
Extra to give 2HCW to Spearman @ 4 pts.....	0-1/2
Extra to give D to Spearman @ 4 pts.....	any
Bowmen Reg C MI/LMI B @ 12 pts .....	8-24
Extra to upgrade MI/LMI Spearmen/Bowmen to HI/LHI @ 8 pts .....	0-1/2/each type
Extra to upgrade Spearmen/Bowmen to Reg B as veterans @ 4 pts .....	0-1/3/each type
Reduction to downgrade other Spearmen/Bowmen to Reg D @ -4 pts.....	any
Marines Reg C LMI JLS, Sh @ 16 pts, or LMI B @ 12 pts .....	0-18
Extra to upgrade Marines to Reg B @ 4 pts .....	any
Extra to upgrade Marines to LHI @ 8 pts.....	any
Extra to give JLS-armed Marines up to ½ S, rest 2HCW @ 4 pts .....	any
Javelinmen Reg C LMI/LI JLS, Sh @ 16 pts if LMI, @ 8 pts if LI.....	0-16
Archers Reg C LI B @ 6 pts.....	0-16
Libyan Warriors Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI .....	0-24

Extra to upgrade Libyan Warriors to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	any
Extra to give Sh to Libyan Warriors @ 3 pts if LMI, @ 2 pts if LI .....	any
Bedouin Javelinmen Irr D LI JLS @ 2 pts .....	0-12
Bedouin Slingers Irr D LI S @ 2 pts .....	0-8
Bedouin Archers Irr D LI B @ 2 pts .....	0-12
Extra to upgrade Bedouins to Irr C and/or give Bedouins Sh @ 2 pts .....	any
Nubian Warriors Irr C LMI/LI B @ 6 pts if LMI, @ 4 pts if LI .....	0-24
Extra to upgrade Nubian Warriors to Reg C @ 6 pts if LMI, @ 2 pts if LI .....	any
Extra to give Nubian Warriors JLS and/or Sh @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI .....	any
Extra to upgrade Nubian Warriors to B class @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI .....	any
Early Period (1580 BC – 1280 BC)	
Mycenaean Mercenaries Reg C MI/LMI LTS or JLS, Sh @ 16 .....	0-8
Extra to upgrade Mycenaean Mercenaries to HI/LHI @ 8 pts or to Reg B @ 4 pts .....	any
Extra to give 1HCW to JLS-armed Mycenaean Mercenaries @ 4 pts .....	any
Canaanite Ally-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts .....	*1
Canaanite Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts .....	*1-3
Canaanite Chariot Runners Irr C LI JLS, Sh @ 6 pts or B @ 4 pts .....	*0-2/chariot
Canaanite Spearmen Reg C MI/LMI JLS, Sh @ 16 pts .....	*4-18
Canaanite Bowmen Reg C MI/LMI B @ 12 pts .....	*0-8
Canaanite Hupshu Javelinmen Irr C LMI/LI JLS, D @ 9 pts if LMI, @ 6 pts if LI .....	*0-8
Extra to give Sh to Canaanite Hupshu Javelinmen @ 3 pts if LMI, @ 2 pts if LI .....	any
Canaanite Hupshu Archers Irr C LMI/LI B @ 6 pts if LMI, @ 4 pts if LI .....	*0-8
Late Period (1279 BC – 1070 BC)	
Egyptian Royal Guard Reg A/B HI JLS or LTS, Sh @ 32 pts if Reg A, @ 28 pts if Reg B .....	0-6
Sherdana Royal Guard Reg B HI/LHI JLS or LTS, Sh @ 28 pts .....	0-6
Extra to give 1HCW to JLS-armed Sherdana Royal Guard @ 4 pts .....	any
Sea Peoples Mercenaries Irr B LMI JLS, Sh @ 12 pts .....	0-12
Extra to upgrade Sea Peoples Mercenaries to LHI @ 6 pts .....	0-1/2
Extra to give 1HCW to LHI Sea Peoples Mercenaries @ 3 pts .....	any

Climate: Dry.

Boats: Yes.

List Rule: 1) Steady Royal Guard fight two full ranks with JLS/LTS at all times. 2) As an exception to Warrior 8.6, close range for D is 40 paces; they do not have a long range. 3) Marines may embark or disembark from a boat counting it as a maneuver or single march segment; such troops are considered steady when disembarking as an exception to Warrior 5.221. 4) As an exception to Warrior 12.322, movement by Marines/Javelinmen across a marsh is not restricted or reduced

Notes: Chariots may have a detachment of Chariot Runners of the same nationality. Neither Libyan Warriors nor LMI Nubians may be used with Canaanite Allies. Canaanite Spearmen/Bowmen and Hupshu Javelinmen/Archers may fight in mixed units of the same order. Minimums marked \* apply only if any Canaanites are used.

## 21. Middle Assyrian 1400 BC – 745 BC

CinC with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 100 pts .....	1
PA standard to accompany CinC @ 30 pts .....	0-1
S Standard to accompany CinC @ 120 pts .....	0-1
Sub-general with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 50 pts .....	0-3
P standard to accompany Sub-general @ 10 pts .....	any

Palace Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with JLS, B @ 21 pts.....	5-24
Extra to upgrade LCh to Reg A as bodyguard @ 1 pt.....	0-1/general
Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI.....	0-2/chariot
Mounted Scouts Irr C LC B @ 8 pts.....	0-6
Asharittu Spearmen Reg C MI/LMI JLS, Sh @ 16 pts.....	6-24
Asharittu Bowmen Reg C MI/LMI B @ 12 pts.....	6-24
Extra to upgrade Asharittu to Reg B @ 4 pts.....	any
Extra to upgrade MI/LMI Spearmen/Bowmen to HI/LHI @ 8 pts.....	any
Hupshu Spearmen Irr C MI/LMI JLS @ 8 pts if MI, @ 6 pts if LMI.....	0-48
Extra to give Hupshu Spearmen Sh @ 3 pts.....	any
Hupshu Bowmen Irr C MI/LMI B @ 6 pts.....	0-48
Levy Bowmen Irr D MI B @ 4 pts.....	0-16
Levy Slingers Irr D LI S @ 2 pts.....	0-12
Levy Archers Irr D LI B @ 2 pts.....	0-30
Extra to upgrade Levy Archers/Slingers to Irr C or Reg D @ 2 pts or to Reg C @ 4 pts.....	any
Late Period (883 BC – 745 BC)	
Extra to upgrade general's LCh to HCh by adding two horses and an additional crewman	
armed with JLS @ 8 pts.....	all
Extra to upgrade Palace Chariotry to HCh by adding two horses and an additional crewman	
armed with JLS @ 13 pts if Reg B, @ 14 pts if Reg A.....	0-1/2
Pethalle Cavalry Reg B MC JLS, Sh @ 27 pts, or B @ 21 pts.....	0-12
Extra to upgrade Pethalle Cavalry to Reg A @ 3 pts.....	0-1/2
Aramean Auxiliaries Irr C LMI JLS @ 6 pts.....	0-24
Extra to give Aramean Auxiliaries Sh @ 3 pts.....	any
Aramean Archers Irr C LI B @ 4 pts.....	0-24
Aramean Slingers Irr C LI S @ 4 pts.....	0-12
Unwilling Levies Irr E LMI JLS or B @ 1.5 pts.....	0-36
Extra to upgrade Unwilling Levies to Irr D @ 1.5 pts.....	any
Extra to give Sh to JLS-armed Irr D Unwilling Levies @ 3 pts.....	any
Camels disguised as elephants Irr C MCm, 2 with B @ 56 pts.....	0-4
Extra to give Pa to HI/MI Bowmen @ 4 pts or Sh to Levy Slingers @ 2 pts.....	any

Climate: Dry.

Boats: Yes.

List Rule: Assyrian Infantry Rules apply to Asharittu in the Late Period only.

Notes: Chariots may have a detachment of Pethalle cavalry. Asharittu and Hupshu Spearmen/Bowmen may fight as separate units or in mixed units of the same morale grade and order or as a parent body of Spearmen and a detachment of Bowmen. Reg A Pethalle Cavalry can only be used in detachments of units containing a general's chariot.

## 22. Early Hebrew 1250 BC – 1000 BC

CinC as LHI JLS, Sh and 2 Irr B LHI JLS, Sh @ 112 pts.....	1
Extra to give CinC PA standard @ 15 pts.....	0-1
S standard to accompany CinC as Ark of the Covenant @ 85 pts.....	*0-1
Levite Guard to accompany sacred standard Ark Irr B LHI JLS, Sh @ 12 pts.....	*1-5
Sub-general as LHI JLS, Sh and 2 Irr B LHI JLS, Sh @ 62 pts.....	0-3
Picked Men Irr B LMI JLS, Sh @ 12 pts.....	0-24
Extra to upgrade Picked Men to LHI @ 6 pts.....	0-1/2

Simeonites and Ephraimites Irr A LMI JLS, Sh @ 15 pts.....	0-24
Other Tribes Spearmen Irr C LMI JLS @ 6 pts .....	16-120
Extra to give Other Tribes Spearmen Sh @ 3 pts.....	any
Benjaminite Bowmen Irr C LMI/LI B @ 6 pts if LMI, @ 4 pts if LI.....	0-24
Benjaminite Slingers Irr C LI S @ 4 pts.....	0-18
Issacharian Scouts Irr C LI JLS @ 4 pts .....	0-18
Extra to give Sh to Benjaminites/Issacharians @ 3 pts if LMI @ 2 pts if LI .....	any
Gadite Skirmishers Irr B LI JLS, Sh @ 8 pts .....	0-18

Climate: Warm.

Boats: No.

List Rules: 1) If not outscouted, flank marches may add or subtract 1 when dicing for arrival with a 7 allowing entry anywhere from the side edge of the enemy side of the table. 2) If this army has more scouting points from LI than its opponent has from all sources, the player may, on up to two occasions during terrain placement, use one of his own pre-selected brush/rocky ground rolls to replace an opponent's already placed terrain choice. The already-placed terrain feature is picked up, and the new one laid down as much as possible within the area formerly covered by it. If the Early Hebrew player wishes to employ this list rule, he must announce his scouting point from LI prior to terrain placement. If his opponent wishes to prevent him using it, he must announce his scouting point total from all sources at that time. The opponent is required to announce his scouting point total only if he wishes to prevent the use of this rule.

Notes: Any Levites must be in a single unit with the CinC. Minimums marked \* apply only if the sacred Ark is used.

### 23. Sea Peoples 1230 BC – 1165 BC

CinC with JLS, B in two-horse HCh with Irr B crew of unarmed driver and 1 with JLS or LTS @ 106 pts, or on foot as LHI JLS, Sh and 2 Irr B LHI JLS, Sh @ 112 pts.....	1
Sub-general with JLS, B in two-horse HCh with Irr B crew of unarmed driver and 1 with JLS or LTS @ 56 pts, or on foot as LHI JLS, Sh and 2 Irr B LHI JLS, Sh @ 62 pts.....	0-3
Sea Peoples Chariotry two-horse HCh Irr B crew of unarmed driver and 1 with JLS, B and 1 with JLS or LTS @ 22 pts .....	0-9
Sea Peoples Chariot Runners Irr B LI JLS, Sh @ 6 pts.....	0-2/chariot
Sea Peoples Warriors Irr C LMI JLS, Sh @ 9 pts.....	36-120
Extra to upgrade Sea Peoples Warriors to Irr B @ 3 pts .....	0-1/2
Extra to upgrade Irr B Sea Peoples Warriors to Irr A @ 3 pts if Warriors, @ 2 pts if foot general's element.....	0-12
Extra to upgrade Irr A/B Sea Peoples Warriors to LHI @ 6 pts .....	any
Extra to give 1HCW to LHI Sea Peoples Warriors @ 2 pts if foot general's element, @ 3 pts if others .....	any
Sea Peoples Skirmishers Irr C LI JLS, Sh @ 6 pts.....	8-36
Extra to upgrade Sea Peoples Skirmishers to Irr B @ 2 pts .....	0-1/2
Sea Peoples Archers Irr C LI B @ 4 pts.....	0-18
Sea Peoples Dependents Irr E LMI JLS @ 1.5 pts.....	0-72
Extra to upgrade Sea Peoples Dependents to Irr D @ 1.5 pts .....	any
Extra to upgrade Irr D Sea Peoples Dependents to Irr D MI @ 1 pt .....	any
Extra to upgrade Irr D Sea Peoples Dependents to Irr C @ 4 pts if MI, @ 3 pts if LMI .....	0-1/3
Extra to give Sh to Irr C/D Sea Peoples Dependents @ 4 pts if MI, @ 3 pts if LMI.....	0-1/2
Sea Peoples Carts four-ox wagon as Fighting Tr with room for one element of Warriors/Dependents @ 20 pts.....	*0-12
Libyan Ally-general with JLS in two-horse LCh with Irr B crew of unarmed driver @ 75 pts, or on foot as LMI JLS and 2 Irr B LMI JLS @ 81 pts.....	*1

Libyan Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS @ 16 pts.....	*1-4
Libyan Bodyguard Irr B LMI JLS @ 9 pts.....	*0-4
Libyan Warriors Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI .....	*12-72
Extra to upgrade Libyan Warriors to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	any
Libyan Archers Irr C LI B @ 4 pts .....	*0-12
Extra to give Sh to any Libyan foot @ 3 pts if LMI, @ 2 pts if general's element or LI .....	any
Canaanite Ally-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts .....	**2
Canaanite Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts.....	**1-6
Canaanite Chariot Runners Irr C LI JLS, Sh @ 6 pts or B @ 4 pts .....	**0-2/chariot
Canaanite Spearmen Reg C MI/LMI JLS, Sh @ 16 pts.....	**4-24
Canaanite Bowmen Reg C MI/LMI B @ 12 pts.....	**0-12
Canaanite Hupshu Javelinmen Irr C LMI/LI JLS, D @ 9 pts if LMI, @ 6 pts if LI.....	**0-12
Extra to give Sh to Hupshu Javelinmen @ 3 pts if LMI, @ 2 pts if LI .....	any
Canaanite Hupshu Archers Irr C LMI/LI B @ 6 pts if LMI, @ 4 pts if LI .....	**0-12

Climate: Warm.

Boats: Yes.

List Rules:

Notes: Warriors and Dependents may fight in mixed units. Chariots may have a detachment of Irr B LI of the same nationality, and a single-element chariot-mounted general may have a detachment of Bodyguards. Libyan and Canaanite Allies cannot be used together. Canaanite Spearmen/Bowmen and Hupshu Javelinmen/Archers may fight in mixed units of the same order. Minimums marked \* or \*\* apply only if any such troops are used.

#### 24. Philistine/Late Canaanite 1200 BC – 850 BC

CinC with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 100 pts, or on foot as HI JLS, Sh and 3 Reg B HI JLS, Sh @ 121 pts .....	1
PA standard to accompany CinC @ 15 pts if Irr, @ 30 pts if Reg .....	0-1
Ally-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts or on foot as HI JLS, Sh and 3 Reg B HI JLS, Sh @ 96 pts .....	0-3
P standard to accompany Ally-general @ 5 pts if Irr, @ 10 pts if Reg.....	any
Reduction to downgrade Ally-general to Sub-general @ -25 pts .....	0-1
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts.....	4-16
Extra to upgrade LCh to HCh with 2 <sup>nd</sup> crewman armed with JLS or LTS @ 6 pts .....	any
Chariot Runners Irr B LI JLS or B @ 6 pts.....	0-2/chariot
Extra to give Sh to Chariot Runners @ 2 pts .....	any
Mounted Scouts Irr C LC JLS or B @ 8 pts .....	0-6
Royal Guard Reg B MI/LMI JLS or LTS, Sh @ 20 pts or B @ 16 pts .....	0-12
Extra to upgrade Royal Guard to HI/LHI @ 8 pts.....	any
Spearmen Irr C or Reg D MI JLS or LTS, Sh @ 12 pts .....	8-36
Bowmen Irr C or Reg D MI/LMI B @ 8 pts if MI, Reg LMI, @ 6 pts if Irr LMI .....	0-18
Extra to upgrade Reg D Spearmen/Bowmen to Reg C @ 4 pts .....	any
Javelinmen Irr D LMI/LI JLS @ 3 pts if LMI, @ 2 pts if LI .....	12-36
Slingers Irr D LI S @ 2 pts .....	0-24
Archers Irr D LI B @ 2 pts .....	0-18
Extra to upgrade Javelinmen/Slingers/Archers to Reg @ 6 pts if LMI, @ 2 pts if LI.....	any
Extra to upgrade Javelinmen/Slingers/Archers to C class @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI .....	any
Extra to give Sh to Javelinmen/Slingers @ 4 pts if Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI.....	any



Kharu Archers Irr C LMI JLS, B @ 9 pts .....	0-12
Extra to give Sh to Kharu Archers @ 3 pts .....	any
Hebrew Mercenaries Irr B LMI JLS, Sh @ 12 pts .....	0-18
Libyan Egyptian Ally-general with JLS, B in two-horse LCh with Reg B crew of unarmed driver and P standard @ 85 pts .....	*1
Libyan Egyptian Chariotry two-horse LCh Reg B crew of unarmed driver and 1 with JLS, B @ 21 pts.....	*0-4
Extra to upgrade Libyan Egyptian Chariotry to four-horse HCh by adding two horses and 1 crew with B @ 13 pts .....	any
Libyan Egyptian Chariot Runners Reg B LMI/LI JLS or B, Sh @ 20 pts if LMI @ 10 pts if LI.....	*0-2/chariot
Libyan Egyptian Cavalry Reg C LC JLS, Sh @ 16 pts or B @ 12 pts.....	*0-8
Libyan Egyptian Warriors Irr C LMI/LI JLS, Sh @ 9 pts if LMI, @ 6 pts if LI .....	*0-12
Extra to upgrade Libyan Egyptian Warriors to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	any
Libyan-led Native Egyptian Spearmen Reg D MI JLS, Sh @ 12 pts.....	*4-8
Extra to give 2HCW to Libyan-led Native Egyptian Spearmen @ 4 pts.....	0-1/2
Libyan-led Native Egyptian Bowmen Reg D MI/LMI B @ 8 pts.....	*4-8
Extra to upgrade Libyan-led Native Egyptian Spearmen/Bowmen to HI/LHI @ 8 pts.....	0-1/2
Extra to upgrade Libyan-led Native Egyptian Spearmen/Bowmen to Reg C @ 4 pts.....	any
Libyan-led Sherden Auxiliaries Irr C LMI JLS, Sh @ 9 pts.....	*0-8
Extra to upgrade Libyan-led Sherden Auxiliaries to Irr B @ 3 pts.....	0-1/2
Extra to upgrade other Libyan-led Sherden Auxiliaries to Reg C @ 7 pts .....	any
Extra to upgrade Libyan-led Sherden Auxiliaries to LHI @ 8 pts if Reg, @ 6 pts if Irr .....	any
Extra to give 1HCW to LHI Libyan-led Sherden Auxiliaries @ 4 pts if Reg, @ 3 pts if Irr .....	any

Climate: Warm.

Boats: No.

List Rules: 1) Steady Philistine Royal Guard fight two full ranks with JLS/LTS at all times. 2) Barbarian Infantry Rules do not apply to Philistine or Late Canaanite Spearmen.

Notes: Libyan Egyptian Allies reflect the possible cooperation of local Philistine forces in the campaigns of Sheshonq I against Judah and Israel. Chariots may have a detachment of Chariot Runners of the same nationality. Canaanite Spearmen/Bowmen and Hupshu Javelinmen/Archers may fight in mixed units of the same order. Minimums marked \* apply only if any Libuan Egyptians are used.

## 25. Neo-Hittite/Aramaeen Syrian 1180 BC – 710 BC

CinC with JLS, B in two-horse HCh with Reg A crew of unarmed driver and 1 with JLS @ 108 pts .....	1
PA standard to accompany CinC @ 30 pts.....	0-1
Ally-general with JLS, B in two-horse HCh with Reg A crew of unarmed driver and 1 with JLS @ 83 pts .....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts .....	0-1
P standard to accompany Ally-general or Sub-general @ 10 pts .....	any
Chariotry two-horse HCh with Reg B crew of unarmed driver and 1 with JLS, B and 1 with JLS @ 28 pts .....	3-12
Extra to upgrade HCh to Reg A as bodyguard @ 2 pts .....	0-1/general
Chariot Runners Reg B LMI/LI JLS or B @ 16 pts if LMI, @ 8 pts if LI.....	0-2/chariot
Extra to give Sh to Chariot Runners @ 4 pts if LMI, @ 2 pts if LI .....	any
Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI.....	12-36
Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	0-24
Extra to give Pa to MI Bowmen @ 4 pts .....	any

Javelinmen Irr C LI JLS @ 4 pts .....	6-24
Archers Irr C LI B @ 4 pts .....	0-18
Slingers Irr C LI S @ 4 pts .....	0-18
Extra to give Sh to Javelinmen/Slingers @ 2 pts .....	any
Extra to downgrade Irr C infantry to Irr D @ -4 pts if MI, @ -3 pts if LMI, @ -2 pts if LI .....	any
Mounted Scouts Irr C LC B @ 8 pts .....	0-4
Arab Camelry Irr C LCm, B @ 6 pts .....	0-8
Extra to upgrade Arab Camelry to MCm, two with B @ 12 pts .....	any
Late Period (899 BC – 710 BC)	
Extra to add two horses and 1 crew with JLS to chariots @ 8 pts if general's element,	
@ 13 pts if Reg B, @ 14 pts if Reg A .....	any
Cavalry Reg C MC JLS, B or Sh @ 24 pts and/or B @ 18 pts .....	0-12
Extra to upgrade Cavalry to Reg B @ 3 pts and/or HC @ 6 pts .....	any
Extra to upgrade Spearmen to Reg C @ 4 pts if MI, @ 7 pts if LMI .....	any
Extra to upgrade Bowmen to Reg C @ 6 pts .....	any
Extra to upgrade Reg Spearmen/Bowmen to HI/LHI @ 8 pts .....	0-1/2
Extra to upgrade Reg C Spearmen/Bowmen to Reg B @ 4 pts .....	0-1/2
Extra to upgrade Javelinmen/Slingers/Archers to Reg @ 2 pts .....	any
Hebrew Ally-general with B in two or four-horse LCh with Reg B crew of unarmed driver @ 75 pts .....	*1
Hebrew Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with B @ 19 pts .....	*1-4
Extra to upgrade Hebrew Chariotry LCh to four-horse @ 6 pts .....	any
Extra to upgrade four-horse LCh to HCh with Reg B crew of unarmed driver, 2 with B @ 7 pts .....	0-1/2
Hebrew Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI .....	*0-4
Hebrew Gibborim Irr B MI/LMI JLS or LTS, Sh @ 16 pts if MI, @ 12 pts if LMI .....	*0-12
Extra to upgrade Hebrew Gibborim to Reg B MI/LMI @ 4 pts if MI, @ 8 pts if LMI .....	any
Extra to upgrade Hebrew Gibborim to HI/LHI @ 8 pts if MI/Reg LHI, @ 6 pts if Irr LHI .....	any
Extra to give 1HCW to JLS-armed LHI Hebrew Gibborim @ 4 pts if HI/Reg LHI, @ 3 pts if Irr LHI .....	any
Hebrew Spearmen Irr C LMI/LI JLS, Sh @ 9 pts if LMI, @ 6 pts if LI .....	*6-24
Hebrew Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	*0-8
Hebrew Slingers Irr C LI S @ 4 pts .....	*6-12
Hebrew Archers Irr C LI B @ 4 pts .....	*6-12
Extra to give Sh to Hebrew Bowmen/Slingers/Archers @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .....	any

Climate: Warm.

Boats: No.

List Rule: 1) Assyrian Infantry Rules apply to Reg B Neo-Hittite/Aramaeen Spearmen/Bowmen. 2) Barbarian Infantry Rules do not apply to Neo-Hittite/Aramaeen Spearmen

Notes: Chariots may have a detachment of Chariot Runners of the same nationality. Spearmen/Bowmen may fight in mixed units of the same order. Reg B Neo-Hittite/Aramaeen Spearmen may have a detachment of Bowmen of the same nationality and morale grade. Minimums marked \* apply only if any such troops are used.

## 26. Dark Age and Geometric Greek 1150 BC – 700 BC

CinC with JLS or LTS, B in two or four-horse LCh with Irr B Crew of unarmed driver @ 100 pts, or mounted as HC JLS and 2 Irr B HC JLS @ 114 pts .....	1
Ally-general with JLS or LTS, B in two or four-horse LCh with Irr B Crew of unarmed driver @ 75 pts, or mounted as HC JLS and 2 Irr B HC JLS @ 89 pts .....	0-3
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS or LTS, B @ 16 pts .....	0-9

Cavalry Irr B MC JLS @ 15 pts .....	0-12
Extra to upgrade Cavalry to HC @ 6 pts.....	any
Spearmen Irr C MI/LMI LTS or JLS, Sh @ 12 pts if MI, @ 9 pts if LMI.....	18-96
Extra to upgrade Spearmen to Irr B @ 4 pts if MI, @ 3 pts if LMI.....	0-1/2
Extra to upgrade MI to HI @ 8 pts.....	any
Bowmen Irr C MI/LMI B, Sh @ 12 pts if MI, @ 9 pts if LMI.....	0-24
Javelinmen Irr C LI JLS @ 4 pts .....	6-36
Extra to upgrade Javelinmen to Irr B as Chariot Runners.....	0-2/chariot
Slingers Irr C LI S @ 4 pts .....	6-18
Extra to give Sh to Javelinmen/Slingers @ 2 pts .....	any
Archers Irr D LI B @ 2 pts .....	0-24
Thracian Ally-general as HC JLS and 2 Irr B HC JLS @ 89 pts, or as LC JLS or B and 1 Irr B LC JLS or B @ 80 pts, or as LMI JLS, Sh and 2 Irr B LMI JLS, Sh @ 83pts .....	*1
Thracian Noble Cavalry Irr B HC JLS @ 21 pts .....	*0-3
Thracian Light Cavalry Irr B LC JLS or B @ 10 pts.....	*0-6
Thracian Peltasts Irr C LMI JLS, Sh @ 9 pts .....	*6-18
Extra to give LTS to Thracian Peltasts @ 3 pts .....	any
Extra to upgrade Thracian Peltasts to Irr B @ 3 pts.....	any
Extra to upgrade Irr B Thracian Peltasts to Irr A @ 3 pts.....	0-6
Thracian Javelinmen Irr C LI JLS @ 4 pts .....	*0-12
Thracian Slingers/Archers Irr C LI S or B @ 4 pts .....	*0-12
Extra to give Sh to Thracian Javelinmen/Slingers @ 2 pts .....	any

Climate: Warm.

Boats: Yes.

List Rule: Thracian mounted fight 1.5 ranks if charging, countercharging or pursuing.

Notes: Chariot units may have a detachment of Chariot Runners. HI cannot be used with chariots. Spearmen/Bowmen may fight in mixed units of the same order. Minimums marked \* apply only if any Thracians are used.

## 27. Cypriot 1000 BC – 500 BC

CinC with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 100 pts.....	1
PA standard to accompany CinC @ 30 pts.....	0-1
Cypriot Ally-general with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 75 pts .....	0-3
Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with JLS, B @ 21 pts.....	0-12
Extra to upgrade LCh to Reg A as bodyguard @ 1 pt.....	0-1/general
Extra to upgrade LCh to three-horse HCh by adding 1 horse and 2 <sup>nd</sup> armed crewman with JLS or LTS @ 10 pts if Reg B, @ 11 pts if Reg A, @ 8 pts if general's element .....	all/none
Extra to add fourth horse to three-horse HCh @ 3 pts.....	all/none
Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI.....	0-2/chariot
Cavalry Reg B MC/LC JLS @ 21 pts if MC, @ 14 pts if LC.....	0-6
Extra to upgrade MC Cavalry to HC @ 6 pts .....	any
Cypriot Spearmen Irr C MI/LMI LTS or JLS, Sh @ 12 pts if MI, @ 9 pts if Irr LMI .....	8-48
Extra to upgrade Spearmen to Reg C @ 4 pts if MI, @ 7 pts if LMI .....	any
Extra to upgrade other Spearmen to Irr B @ 4 pts if MI, @ 3 pts if LMI.....	0-1/2
Extra to upgrade Spearmen to HI/LHI @ 8 pts if MI/Reg LMI, @ 6 pts if Irr LMI .....	0-1/2
Cypriot Bowmen Reg D or Irr C MI/LMI B @ 8 pts if MI/Reg LMI, @ 6 pts if Irr LMI.....	0-24
Extra to upgrade Reg D MI/LMI to Reg C @ 4 pts.....	any
Javelinmen Irr D LI JLS @ 2 pts .....	0-24

Slingers Irr D LI S @ 2 pts .....	0-24
Archers Irr D LI B @ 2 pts .....	6-18
Extra to upgrade Irr D Javelinmen/Slingers/Archers to Irr C @ 2 pts or Reg C @ 4 pts.....	any
Extra to give Sh to Bowmen/Javelinmen/Slingers @ 4 pts if MI/Reg LMI, @ 3 pts if Irr LMI, @ 2 pts if LI.....	any
Ionian Greek Hoplites Reg C HI/MI LTS, Sh @ 16 pts if MI, @ 24 pts if HI.....	6-18
Phoenician Marines Reg C LMI JLS or LTS, Sh @ 16 pts or B @ 12 pts .....	0-18
Extra to upgrade Phoenician Marines to Reg B @ 4 pts and/or LHI @ 8 pts .....	any
Saitic Egyptian Ally-general with B in four-horse HCh with Reg A crew of unarmed driver and 1 with JLS and P standard @ 93 pts.....	*1
Saitic Egyptian Chariotry four-horse HCh with Reg B crew of unarmed driver and 1 with B and 1 with JLS @ 34 pts .....	*0-4
Saitic Egyptian Chariot Runners Reg C LMI/LI JLS or B, Sh @ 16 pts if LMI, @ 8 pts if LI .....	*0-2/chariot
Saitic Egyptian Cavalry Irr C LC JLS or B @ 8 pts .....	*0-6
Saitic Egyptian Spearmen Reg D MI LTS or JLS, Sh @ 12 pts.....	*6-18
Saitic Egyptian Bowmen Reg D MI/LMI B @ 8 pts .....	*6-18
Saitic Egyptian Javelinmen Reg D LMI/LI JLS, Sh @ 12 pts if LMI, @ 6 pts if LI.....	*0-12
Extra to upgrade Saitic Egyptian Spearmen/Bowmen/Javelinmen to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI .....	any

Climate: Warm.

Boats: Yes.

List Rules: 1) Barbarian Infantry Rules do not apply to Cypriote Spearmen. 2) Phoenician Marines may embark or disembark from a boat counting it as a maneuver or single march segment; such troops are considered steady when disembarking as an exception to Warrior 5.221.

Notes: Chariots may have a detachment of Chariot Runners of the same nationality. Hoplites, Egyptians, Cavalry and Marines cannot be used with LCh. Cypriot Spearmen armed with LTS cannot be used with Marines. Cypriot Spearmen/Bowmen may fight in mixed units of the same order. A Saitic Egyptian Ally-general may command Ionian Greek Hoplites. Minimums marked \* apply only if any such troops are used.

## 28. Neo-Babylonian 1140 BC – 540 BC

CinC with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 100 pts .....	1
PA standard to accompany CinC @ 30 pts.....	0-1
Sub-general with JLS, B in two-horse LCh with Reg B crew of unarmed driver @ 50 pts.....	0-3
P standard to accompany Sub-generals @ 10 pts.....	any
Babylonian two-horse LCh with Reg B crew of unarmed driver and 1 with JLS, B @ 21 pts .....	4-16
Extra to upgrade LCh to four-horse HCh general with B, unarmed driver and 1 with JLS @ 8 pts, all others with Reg B crew of unarmed driver and 1 with JLS and 1 with B @ 11 pts.....	all/none
Extra to upgrade HCh to Reg A as bodyguard @ 2 pts .....	0-1/general
Extra to add armed crewman with JLS to HCh @ 8 pts if Reg A, @ 7 pts if Reg B.....	any
Babylonian Chariot Runners Reg C LMI/LI JLS, Sh @ 16 pts if LMI, @ 8 pts if LI.....	0-2/chariot
Extra to upgrade Babylonian Chariot Runners to Reg B @ 4 pts if LMI, @ 2 pts if LI .....	any
Babylonian Cavalry Reg C MC JLS, B or Sh @ 24 pts, and/or B @ 18 pts.....	4-12
Extra to upgrade Cavalry to Reg B @ 3 pts and/or HC @ 6 pts .....	any
Babylonian Royal Guard Reg B HI/LHI JLS, Sh @ 28 pts or B @ 24 pts .....	0-12
Babylonian Chaldean Spearmen Reg D MI JLS, Sh @ 12 pts .....	6-24
Babylonian Chaldean Bowmen Reg D MI/LMI B @ 8 pts .....	6-32
Extra to upgrade to Babylonian Chaldean Spearmen/Bowmen to Reg C @ 4 pts .....	0-1/2
Babylonian Chaldean Slingers Reg D or Irr C LI S @ 4 pts.....	8-16

Extra to upgrade Reg D Babylonian Chaldean Slingers to Reg C @ 2 pts.....	any
Extra to give Sh to Babylonian Royal Guard/Chaldean Bowmen @ 4 pts and/or Slingers @ 2 pts .....	any
Aramaeen Auxiliaries Irr C LMI JLS, Sh @ 9 pts .....	0-18
Aramaeen Javelinmen Irr D LI JLS @ 2 pts.....	0-12
Aramaeen Slingers Irr D LI S @ 2 pts.....	0-12
Aramaeen Archers Irr D LI B @ 2 pts .....	0-12
Extra to upgrade Aramaean Javelinmen/Slingers/Archers to Irr C @ 2 pts .....	any
Extra to give Sh to Aramaean Javelinmen/Slingers @ 2 pts.....	any
Early Period (1140 BC – 626 BC)	
Elamite Ally-general with B in four-horse HCh with Irr B crew of unarmed driver and 2 with B @ 62 pts..	*0-1
Elamite four-horse HCh with Irr B crew of unarmed driver and 3 with B @ 32 pts .....	*2-6
Elamite Chariot Runners Irr B LMI/LI JLS or B @ 9 pts if LMI, @ 6 pts if LI.....	0-2/chariot
Elamite Cavalry Irr B LC JLS, B @ 12 pts .....	*0-8
Elamite Spearmen Irr C MI/LMI JLS @ 8 pts if MI, @ 6 pts if LMI.....	*0-12
Extra to upgrade Elamite Spearmen to Reg C @ 4 pts if MI, @ 6 pts if LMI .....	any
Elamite Bowmen Irr C MI/LMI B @ 6 pts .....	*12-24
Extra to give Sh to any JLS-armed Elamite infantry @ 4 pts if Reg MI/LMI, @ 3 pts if	
Irr LMI, @ 2 pts if LI .....	any
Elamite Highland Warriors Irr B LMI JLS, Sh @ 12 pts .....	*0-12
Extra to upgrade Irr B Elamite Highland Warriors to Irr A @ 3 pts.....	0-3
Elamite Highland Skirmishers Irr C LI JLS, Sh @ 6 pts .....	*0-8
Bedouin Arab Ally-general with B as MCm and 2 Irr C MCm 2 with B @ 87 pts .....	**1
Bedouin Arab Camels Irr C MCm 2 with B @ 18 pts .....	**5-12
Bedouin Arab Scouts Irr C LCm B @ 6 pts.....	**0-6
Bedouin Arab Auxiliaries Irr C LMI JLS, Sh @ 9 pts.....	**0-6
Bedouin Skirmishers Irr D LI each unit all JLS or all S or all B @ 2 pts.....	**6-24
Extra to give Sh to Bedouin Skirmishers @ 2 pts .....	any
Late Period (625 BC – 540 BC)	
Extra to upgrade HC to EHC @ 6 pts .....	any
Extra to exchange EHC JLS for L @ 0 pts.....	any
Extra to exchange Royal Guard or Reg C Chaldean Spearmen JLS for LTS @ 0 pts .....	any
Skythian Mercenaries Irr C LC B @ 8 pts .....	0-6
Extra to give Skythian Mercenaries JLS @ 2 pts and/or Sh @ 4 pts .....	any
Arab Levy Camelry Irr C MCm 2 with B @ 18 pts.....	0-6
Greek Mercenary Hoplites Reg C MI LTS, Sh @ 16 pts.....	0-8
Extra to upgrade Greek Mercenary Hoplites to HI @ 4 pts .....	any
Levy Infantry Irr E LMI IPW @ 1.5 pts.....	0-24
Median Ally-general mounted as HC JLS, B and 2 Irr B HC JLS, B @ 91 pts.....	*1
Median Cavalry Irr B HC JLS, B @ 24 pts.....	*4-12
Median Light Cavalry Irr C JLS, B @ 12 pts .....	*0-8
Median Spearmen/Bowmen Irr C MI JLS, Sh @ 12 pts or B @ 8 pts.....	*8-24
Median Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts .....	*0-12
Extra to give Pa to Babylonian or Median HI/MI Bowmen @ 4 pts .....	any

Climate: Dry.

Boats: Yes.

List Rules: 1) Assyrian Infantry Rules apply to Babylonian Royal Guard. 2) Skythians who are charging, countercharging, or pursuing fight 1.5 ranks in hand-to-hand combat. 3) Barbarian Infantry Rules do not apply to Elamite Spearmen in the

Middle Period or to Median Spearmen in the Late Period.

Notes: If any EHC, Medes, Lydian/Greek Mercenaries or Skythians are used, then all chariots must be upgraded to HCh. Chariots may have a detachment of Chariot Runners of the same nationality. Babylonian Royal Guard may fight as a parent body of spearmen and a detachment of bowmen. Chaldean Spearmen/Bowmen may fight in mixed units of the same order. Minimums marked \* and \*\* apply only if any such troops are used in that period.

### 29. Late Hebrew 1000 BC – 580 BC

CinC with B in two or four-horse LCh with Reg A crew of unarmed driver @ 100 pts .....	1
PA standard to accompany CinC @ 30 pts.....	any
Sub-general with B in two or four-horse LCh with Reg A crew of unarmed driver @ 50 pts.....	0-3
Extra to upgrade Sub-general to Ally-general @ 25 pts.....	any
P standard to accompany Sub-generals or Ally-generals @ 10 pts.....	any
Gibborim Irr B MI/LMI JLS or LTS, Sh @ 16 pts if MI, @ 12 pts if LMI.....	4-16
Extra to upgrade Gibborim to Reg B @ 4 pts if MI, @ 8 pts if LMI .....	any
Extra to upgrade Gibborim Warriors to HI/LHI @ 8 pts if MI/Reg LHI, @ 6 pts if Irr LHI.....	any
Extra to give 1HCW to JLS-armed LHI Gibborim @ 4 pts if HI/Reg LHI, @ 3 pts if Irr LHI.....	any
Israelite Spearmen Irr C MI/LMI/LI JLS @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI .....	16-72
Israelite Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI.....	8-24
Israelite Slingers Irr C LI S @ 4 pts.....	6-24
Extra to give Sh to Israelite foot @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI .....	any
Israelite Archers Irr C LI B @ 4 pts .....	0-12
Bedouin Arab Camelry Irr C MCm, 2 with B @ 18 pts .....	0-6
Early Period (1000 BC – 968 BC)	
Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with B @ 19 pts.....	0-9
Extra to give JLS to B-armed chariot crewmen @ 0 pts if general's element, @ 1 pt if other .....	any
Cavalry Irr C MC JLS, Sh @ 18 pts .....	0-6
Extra to upgrade Cavalry to HC @ 6 pts and/or Irr B @ 3 pts .....	any
Sea Peoples Mercenaries Irr B LMI JLS, Sh @ 12 pts.....	0-12
Extra to upgrade Sea Peoples Warriors to LHI @ 6 pts .....	any
Extra to give 1HCW to LHI Sea Peoples Warriors @ 3 pts .....	any
Late Period (967 BC – 580 BC)	
Chariotry two-horse LCh with Reg B crew of unarmed driver and 1 with B @ 19 pts.....	4-12
Extra to give JLS to B-armed chariot crewmen @ 0 pts if general's element, @ 1 pt if other .....	any
Extra to upgrade chariots to Reg A as bodyguard @ 1 pt .....	0-1/general
Extra to upgrade LCh to four-horse @ 6 pts.....	any
Extra to upgrade four-horse LCh to HCh with crew of unarmed driver, 2 with B @ 7 pts if Reg B, @ 8 pts if Reg A.....	0-1/2
Runners Before Reg C LMI/LI JLS, Sh @ 12 pts if LMI, @ 8 pts if LI .....	0-2/chariot
Extra to upgrade Runners Before to Reg B @ 4 pts if LMI, @ 2 pts if LI .....	any
Horsemen Reg C MC JLS, Sh @ 24 pts.....	0-4
Extra to upgrade Spearmen to HI/LHI @ 8 pts if HI, @ 6 pts if LHI.....	0-16
Neo-Hittite/Aramaeen Ally-general with JLS, B in two-horse HCh with Reg B crew of unarmed driver and 1 with JLS @ 82 pts .....	*1
Neo-Hittite/Aramaeen Chariotry two-horse HCh Reg B crew of unarmed driver, 1 with JLS,B and 1 with JLS @ 28 pts .....	*1-4
Extra to add two horses and 1 crew with JLS to HCh @ 13 pts if Reg B, @ 14 pts if Reg A .....	any
Neo-Hittite/Aramaeen Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI.....	*0-2/chariot

Neo-Hittite/Aramaeen Cavalry Reg C MC JLS, Sh @ 24 pts or B @ 18 pts .....	*0-4
Extra to upgrade Neo-Hittite/Aramaeen Cavalry to HC @ 6 pts .....	any
Neo-Hittite/Aramaeen Spearmen Reg C MI/LMI JLS, Sh @ 16 pts.....	*0-12
Neo-Hittite/Aramaeen Bowmen Reg C LMI B @ 12 pts .....	*0-12
Extra to upgrade Neo-Hittite/Aramaeen Spearmen/Bowmen to Reg B @ 4 pts.....	any
Extra to give Pa to Neo-Hittite/Aramaeen Bowmen @ 4 pts.....	any
Neo-Hittite/Aramaeen Syrian Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI.....	*0-12
Neo-Hittite/Aramaeen Syrian Javelinmen Irr C LI JLS @ 4 pts .....	*0-12
Neo-Hittite/Aramaeen Syrian Slingers Irr C LI S @ 4 pts .....	*0-6
Extra to give Sh to Neo-Hittite/Aramaeen Syrian Javelinmen/Slingers @ 2 pts .....	any
Neo-Hittite/Aramaeen Syrian Archers Irr C LI B @ 4 pts .....	*0-12
Kushite Egyptian Ally-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 75 pts .....	**1
Kushite Egyptian Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts.....	**0-4
Extra to upgrade Kushite Egyptian Chariotry to four-horse HCh by adding two horses and 1 crew with B @ 10 pts .....	any
Kushite Egyptian Chariot Runners Irr B LMI/LI JLS, Sh @ 12 pts if LMI, @ 8 pts if LI .....	*0-2/chariot
Kushite Egyptian Cavalry Irr B HC JLS, Sh @ 27 pts .....	**0-6
Kushite Egyptian Warriors Irr C LMI JLS, Sh @ 9 pts .....	**0-6
Kushite Egyptian Bowmen Irr C LMI B @ 6 pts .....	**0-8
Kushite Egyptian Archers Irr C LI B @ 4 pts.....	**0-8
Extra to upgrade Kushite Egyptian infantry to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	any
Kushite-led Native Egyptian Spearmen Reg D MI JLS, Sh @ 12 pts .....	**4-12
Extra to give 2HCW to Kushite-led Native Egyptian Spearmen @ 4 pts .....	0-1/2
Kushite-led Native Egyptian Bowmen Reg D MI/LMI B @ 8 pts.....	**4-12
Extra to upgrade MI/LMI Native Egyptian Spearmen/Bowmen to HI/LHI @ 8 pts .....	0-1/2 of each type
Kushite-led Native Egyptian Javelinmen Reg D LMI/LI JLS, Sh @ 12 pts if LMI, @ 6 pts if LI .....	**0-8
Extra to upgrade Kushite-led Native Egyptian infantry to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI.....	any

Climate: Warm.

Boats: No.

List Rule: 1) Assyrian Infantry Rules apply to Reg B Neo-Hittite/Aramaeen Spearmen/Bowmen. 2) Barbarian Infantry Rules do not apply to Neo-Hittite/Aramaeen Spearmen.

Notes: Chariots may have a detachment of Runners Before or Chariot Runners of the same nationality. Neo-Hittite/Aramaeen and Kushite Egyptian allies cannot be used together. Neo-Hittite/Aramaeen and Syrian Spearmen/Bowmen may fight in mixed units of the same order and nationality. Reg B Neo-Hittite/Aramaeen Spearmen/Bowmen may fight as a parent body of Spearmen and a detachment of Bowmen. Minimums marked \* or \*\* apply only if any such troops are used.

### 30. Mannaian/Median 950 BC – 550 BC

Noble Cavalry Irr B MC JLS, B @ 18 pts .....	6-24
Light Cavalry Irr C LC JLS, B @ 10 pts.....	0-12
Skythian or Cimmerian Mercenary Horse Archers Irr C LC B @ 8 pts.....	0-18
Javelinmen Irr D LI JLS, Sh @ 4 pts .....	0-24
Archers Irr D LI B @ 2 pts .....	0-24
Extra to upgrade Javelinmen/Archers to Irr C @ 2 pts.....	any

If CinC is Mannaian (950 BC – 650 BC)

CinC with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 100 pts .....	1
Sub-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 50 pts .....	0-3
Extra to upgrade Sub-general to Ally-general @ 25 pts .....	0-1
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts.....	3-9
Extra to upgrade Javelinmen to Irr B as Chariot Runners @ 4 pts .....	0-2/chariot
Spearmen Irr C LMI JLS, Sh @ 9 pts .....	8-48
Bowmen Irr C LMI B @ 6 pts .....	6-36
Urtartian Ally-general with JLS, B in four-horse HCh with Reg B crew of unarmed driver and 2 with JLS @ 89 pts or as HC JLS or L, Sh with 2 Reg B HC JLS or L, Sh @ 89 pts .....	*1
Urtartian Chariotry four-horse HCh with Reg B crew of unarmed driver, 1 with JLS, B and 2 with JLS @ 41 pts .....	*1-4
Urtartian Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI .....	*0-2/chariot
Urtartian Cavalry Irr B MC JLS or L, Sh @ 21 pts or B @ 15 pts .....	*2-8
Extra to upgrade Urtartian MC to HC @ 6 pts .....	any
Extra to upgrade Urtartian Cavalry to Reg B as Guards @ 6 pts .....	0-3
Urtartian Spearmen/Bowmen Reg C MI/LMI JLS, Sh @ 16 pts or B @ 12 pts .....	*6-24
Extra to upgrade Urtartian Spearmen/Bowmen to HI/LHI @ 8 pts .....	any
Urtartian Javelinmen/Slingers/Archers Irr C LI JLS or S or B @ 4 pts.....	*0-18
Extra to upgrade Urtartian Javelinmen/Slingers/Archers to Reg C @ 2 pts .....	any
Extra to give Sh to Urtartian Javelinmen/Slingers @ 2 pts .....	any

If CinC is Median (835 BC -- 520 BC)

CinC mounted as HC JLS, B and 2 Irr B HC JLS, B @ 116 pts .....	1
Sub-general mounted as HC JLS, B and 2 Irr B HC JLS, B @ 66 pts.....	0-3
Extra to upgrade Sub-general to Ally-general @ 25 pts .....	0-1
Extra to upgrade MC to HC @ 6 pts .....	any
Spearmen/Bowmen Irr C MI JLS, Sh @ 12 pts or MI B @ 8 pts .....	8-48
Armenians Irr C LMI JLS @ 6 pts .....	0-12
Extra to give Sh to Armenians @ 3 pts .....	any
Parthian Bowmen Irr C LMI B @ 6 pts.....	0-12
Extra to give Parthian Bowmen Sh and/or JLS @ 3 pts .....	any
Asiatic Horse Archers Irr C LC B @ 8 pts.....	0-8
Asiatic Skirmishers Irr C LI B @ 4 pts.....	0-12
Levies Irr E LMI JLS or IPW or B @ 1.5 pts .....	0-16
Neo-Babylonian Ally-general with B in four-horse HCh with Reg B crew of unarmed driver and 2 with JLS and P standard @ 100 pts .....	*1
Neo-Babylonian four-horse HCh with Reg B crew of unarmed driver and 1 with B and 2 with JLS @ 38 pts.....	*1-4
Neo-Babylonian Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI .....	0-2/chariot
Neo-Babylonian Cavalry Reg B HC JLS, B or Sh @ 33 pts, and/or B @ 27 pts .....	*2-6
Extra to upgrade Neo-Babylonian Cavalry to EHC @ 6 pts .....	any
Extra to exchange Neo-Babylonian EHC JLS for L @ 0 pts .....	any
Neo-Babylonian Spearmen Reg D MI JLS or LTS, Sh @ 12 pts.....	*0-12
Neo-Babylonian Bowmen Reg D MI/LMI B @ 8 pts .....	*6-12
Neo-Babylonian Slingers Reg D or Irr C LI S @ 2 pts .....	*0-8
Extra to upgrade Neo-Babylonian infantry Reg C @ 4 pts if MI/LMI @ 2 pts if LI .....	0-1/2
Extra to give Sh to Neo-Babylonian Bowmen @ 4 pts and/or Slingers @ 2 pts.....	any
Extra to give Pa to B-armed HI/MI @ 4 pts .....	any



Climate: Cold if CinC is Mannaian; Dry if CinC is Median.

Boats: No.

List Rule: 1) Skythians charging, countercharging or pursuing fight 1.5 ranks in hand-to-hand combat. 2) Barbarian Infantry Rules do not apply to Mannaian/Median Spearmen.

Notes: Troops listed for one type of CinC cannot be used with the other. Chariots may have a detachment of Chariot Runners of the same nationality. Minimums marked \* apply only if any such troops are used in that period.

### 31. Urartian 900 BC – 650 BC

CinC with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 100 pts.....	1
PA standard to accompany CinC @ 30 pts if Reg, @ 15 pts if Irr.....	0-1
Sub-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 50 pts .....	0-3
P standard to accompany Sub-general @ 10 pts if Reg, @ 5 pts if Irr .....	any
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts .....	3-9
Chariot Runners Irr B LI JLS, Sh @ 8 pts .....	0-2/chariot
Cavalry Irr B MC JLS, Sh @ 21 pts and/or B @ 15 pts.....	4-20
Provincial Spearmen Irr D MI/LMI JLS, Sh @ 8 pts if MI, @ 6 pts if LMI.....	8-32
Provincial Bowmen Irr D MI/LMI B @ 4 pts if MI, @ 3 pts if Irr LMI .....	8-32
Provincial Javelinmen Irr D LI JLS @ 2 pts.....	0-12
Provincial Slingers/Archers Irr D LI S or B @ 2 pts.....	8-24
Extra to upgrade Provincial infantry to Irr C @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI.....	any
Early Period (900 BC – 714 BC)	
Extra to upgrade general to JLS, B in four-horse HCh with Reg A crew of unarmed driver and 1	
with JLS @ 8 pts or as HC with JLS, Sh and two Reg B HC JLS, Sh @ 26 pts.....	any
Extra to upgrade Chariotry to four-horse HCh with Reg B crew of	
unarmed driver and 1 with JLS, B and 1 with JLS @ 19 pts.....	0-1/2
Extra to add 1 crewmen with JLS to HCh @ 8 pts if Reg A, @ 7 pts if Reg B.....	any
Extra to upgrade Chariot Runners to Reg B LMI/LI @ 12 pts if LMI, @ 2 pts if LI.....	any
Guard Cavalry Reg B HC JLS, Sh @ 33 pts or B @ 27 pts.....	0-12
Extra to upgrade Cavalry to HC @ 6 pts.....	0-1/2
Cimmerian Mercenaries Irr C LC B @ 8 pts .....	0-12
Guard Infantry Reg B HI/LHI JLS, Sh @ 28 pts or B @ 24 pts .....	0-24
Extra to upgrade Irr D Provincial Spearmen to Reg D @ 4 pts if MI, @ 6 pts if LMI.....	any
Extra to upgrade Irr D Provincial Bowmen to Reg D @ 4 pts if MI, @ 5 pts if LMI .....	any
Extra to upgrade Reg Provincial Spearmen/Bowmen to HI/LHI @ 8 pts .....	any
Extra to upgrade Reg D Provincial Spearmen/Bowmen to Reg C @ 4 pts .....	any
Extra to upgrade Provincial Javelinmen/Slingers/Archers to Reg @ 2 pts .....	any
Neo-Hittite/Aramean Ally-general with JLS, B in two-horse HCh with Reg B	
crew of unarmed driver and 1 with JLS @ 82 pts .....	*1
Neo-Hittite/Aramean Chariotry two-horse HCh Reg B crew of unarmed driver, 1	
with JLS,B and 1 with JLS @ 28 pts .....	*1-4
Extra to add two horses and 1 crew with JLS to HCh @ 13 pts if Reg B, @ 14 pts if Reg A .....	any
Neo-Hittite/Aramean Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI .....	*0-2/chariot
Neo-Hittite/Aramean Cavalry Reg C MC JLS, Sh @ 24 pts or B @ 18 pts .....	*0-4
Extra to upgrade Neo-Hittite/Aramean Cavalry to HC @ 6 pts .....	any
Neo-Hittite/Aramean Spearmen Reg C MI/LMI JLS, Sh @ 16 pts.....	*0-12
Neo-Hittite/Aramean Bowmen Reg C LMI B @ 12 pts .....	*0-12

Extra to upgrade Neo-Hittite/Aramean Spearmen/Bowmen to Reg B @ 4 pts.....	any
Neo-Hittite/Aramean Syrian Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI .....	*0-12
Neo-Hittite/Aramean Syrian Javelinmen Irr C LI JLS @ 4 pts .....	*0-12
Neo-Hittite/Aramean Syrian Slingers Irr C LI S @ 4 pts .....	*0-6
Extra to give Sh to Neo-Hittite/Aramean Syrian Javelinmen/Slingers @ 2 pts .....	any
Neo-Hittite/Aramean Syrian Archers Irr C LI B @ 4 pts.....	*0-12
<b>Late Period (713 BC – 650 BC)</b>	
Extra to upgrade general to JLS, B in four-horse HCh with Reg A crew of unarmed driver and 1 with JLS @ 8 pts or as HC with JLS, B and two Reg B HC JLS, Sh @ 26 pts.....	all
Extra to upgrade Chariotry to four-horse HCh with Reg B crew of unarmed driver and 1 with JLS, B and 1 with JLS @ 19 pts.....	½ to all
Extra to add 1 crewmen with JLS to HCh @ 8 pts if Reg A, @ 7pts if Reg B.....	all
Extra to upgrade Chariot Runners to Reg B LMI/LI @ 12 pts if LMI, @ 2 pts if LI.....	all
Guard Cavalry Reg B HC JLS, Sh @ 33 pts or B @ 27 pts.....	0-8
Extra to exchange Urartian Guard Cavalry/Cavalry JLS for L @ 0 pts .....	any
Extra to upgrade Cavalry to HC @ 6 pts.....	0-1/2
Guard Infantry Reg B HI/LHI JLS, Sh @ 28 pts or B @ 24 pts.....	0-18
Extra to upgrade Irr D Provincial Spearmen to Reg D @ 4 pts if MI, @ 6 pts if LMI .....	½-all
Extra to upgrade Irr D Provincial Bowmen to Reg D @ 4 pts if MI, @ 5 pts if LMI .....	½ -all
Extra to upgrade Reg D Provincial Spearmen/Bowmen to HI/LHI @ 8 pts.....	any
Extra to upgrade Reg D Provincial Spearmen/Bowmen to Reg C @ 4 pts .....	any
Extra to upgrade Provincial Javelinmen/Slingers/Archers to Reg @ 2 pts.....	any
Levies Irr E LMI IPW @ 1.5 pts .....	*0-24
Median Ally-general mounted as HC JLS, B and 2 Irr B HC JLS, B @ 91 pts.....	**1
Median Cavalry Irr B HC JLS, B @ 24 pts.....	**4-12
Median Light Cavalry Irr C JLS, B @ 12 pts .....	**0-8
Median Spearmen/Bowmen Irr C MI JLS, Sh @ 12 pts or B @ 8 pts .....	**8-24
Median Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts .....	**0-12
Extra to give Pa to B-armed HI/MI @ 4 pts .....	any
Extra to give Sh to Provincial Bowmen/Javelinmen/Slingers @ 4 pts if MI/Reg LMI, @ 3 pts if LMI, @ 2 pts if LI .....	any

Climate: Cold.

Boats: No.

List Rule: 1) Assyrian Infantry Rules apply to Urartian Guard Infantry and Reg B Neo-Hittite/Aramean Spearmen/Bowmen. 2) Barbarian Infantry Rules do not apply to Provincial or Neo-Hittite/Aramean Spearmen.

Notes: Chariots may have a detachment of Chariot Runners of the same nationality. Spearmen/Bowmen may fight in mixed units of the same order and nationality. Urartian Guard Infantry and Reg B Neo-Hittite/Aramean Spearmen/Bowmen may fight as a parent body of spearmen and a detachment of bowmen. Minimums marked \* or \*\* apply only if any such troops are used in that period.

### 32. Libyan Egyptian 945 BC – 712 BC

CinC with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 100 pts .....	1
PA standard to accompany CinC @ 30 pts.....	0-1
Sub-general with JLS, B in two-horse LCh with Reg A crew of unarmed driver @ 50 pts.....	0-3
P standard to accompany Sub-generals @ 10 pts.....	all/none
Chariotry two-horse LCh Reg B crew of unarmed driver and 1 with JLS, B @ 21 pts .....	3-12
Extra to upgrade Chariotry to four-horse HCh by adding two-horses and 1 crew	

with B @ 8 pts if general's element, @ 14 pts if others.....	any
Chariot Runners Reg B LMI/LI JLS or B, Sh @ 20 pts if LMI, @ 10 pts if LI .....	0-2/chariot
Cavalry Reg C LC JLS, Sh @ 16 pts .....	0-8
Cavalry Reg C LC B @ 12 pts .....	0-12
Sherdana Royal Guard Reg B HI/LHI JLS or LTS, Sh @ 28 pts.....	0-6
Extra to give 1HCW to JLS-armed Sherdana Royal Guard @ 4 pts.....	any
Egyptian Royal Guard Reg C HI JLS or LTS, Sh @ 24 pts.....	0-6
Extra to give 2HCW to JLS-armed Egyptian Royal Guard @ 4 pts.....	any
Libyan Warriors Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI .....	0-48
Extra to give Sh to Libyan Warriors @ 3 pts if LMI, @ 2 pts if LI .....	any
Extra to upgrade Libyan Warriors to Irr B @ 3 pts if LMI, @ 2 pts if LI .....	any
Nubian Bowmen/Archers Irr C LMI/LI B @ 6 pts if LMI, @ 4 pts if LI.....	6-24
Extra to upgrade Nubians to Reg C @ 6 pts if LMI, @ 2 pts if LI.....	any
Extra to give JLS, Sh to LMI Nubian Bowmen @ 8 pts if Reg LMI, @ 6 pts if Irr LMI .....	any
Bedouin Javelinmen/Slingers/Archers Irr D LI JLS or S or B @ 2 pts.....	0-12/each type
Extra to give Sh to Bedouin Javelinmen/Slingers @ 2 pts.....	any
Extra to upgrade Bedouin to Irr C @ 2 pts.....	any
Subject Egyptian Spearmen Reg D MI JLS, Sh @ 12 pts .....	*6-24
Extra to give 2HCW to Subject Egyptian Spearmen @ 4 pts.....	0-1/2
Subject Egyptian Bowmen Reg D MI/LMI B @ 8 pts .....	*6-24
Extra to upgrade Subject Egyptian Spearmen/Bowmen to HI/LHI @ 8 pts.....	0-1/2
Sherden Auxiliaries Irr C LMI JLS, Sh @ 9 pts .....	0-18
Extra to upgrade Sherden Auxiliaries to Irr B @ 3 pts .....	0-1/2
Extra to upgrade other Sherden Auxiliaries to Reg C @ 7 pts.....	any
Extra to upgrade Sherden Auxiliaries to LHI @ 8 pts if Reg, @ 6 pts if Irr.....	any
Extra to give 1HCW to LHI Sherden Auxiliaries @ 4 pts if Reg, @ 3 pts if Irr.....	any

Climate: Dry.

Boats: Yes.

List Rule: Steady Royal Guard fight two full ranks with JLS/LTS at all times.

Notes: Chariots may have a detachment of Chariot Runners. Minimums marked \* apply only if any such troops are used.

### 33. Phrygian 1200 BC – 650 BC

CinC with JLS in two-horse LCh with Irr B crew of unarmed driver @ 100 pts .....	1
Ally-general with JLS in two-horse LCh with Irr B crew of unarmed driver @ 75 pts .....	0-3
Reduction to downgrade Ally-general to Sub-general @ -25 pts .....	any
Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS @ 16 pts .....	0-9
Extra to give B to JLS-armed chariot crewmen @ 1pts .....	any
Noble Cavalry Irr B HC JLS @ 21 pts .....	0-8
Light Cavalry Irr C LC JLS or B @ 8 pts .....	6-12
Cimmerian Mercenaries Irr C LC B @ 8 pts.....	0-18
Spearmen Irr C MI/LMI JLS @ 8 pts if MI, @ 6 pts if LMI.....	12-72
Extra to give Sh to Spearmen @ 4 pts if MI, @ 3 pts if LMI .....	any
Extra to upgrade Spearmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .....	0-1/2
Extra to upgrade 1/2 of each unit of Spearmen to Irr A, and downgrade other 1/2 of the unit to Irr D, as	
"Famine-Driven" @ 8/6 pts if upgrading to Irr A, @ -4/-3 pts if downgrading to Irr D .....	all/none
Extra to upgrade other Spearmen to Irr B @ 4 pts if MI, @ 3 pts if LMI.....	0-1/2

Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	0-12
Javelinmen Irr C LI JLS @ 4 pts .....	6-24
Extra to upgrade Javelinmen to Irr B as Chariot Runners @ 2 pts .....	0-2/chariot
Slingers Irr C LI S @ 4 pts .....	0-12
Extra to give Javelinmen/Slingers Sh @ 2 pts .....	any
Archers Irr C LI B @ 4 pts .....	0-12
Middle Period (800 BC – 720 BC)	
Extra to upgrade generals to HC JLS, Sh with 2 Irr B HC JLS, Sh @ 18 pts .....	any
Urartian Ally-general with JLS, B in four-horse HCh with Reg B crew of unarmed driver and 2 with JLS @ 89 pts or as HC JLS or L, Sh with 2 Reg B HC JLS or L, Sh @ 89 pts .....	*1
Urartian Chariotry four-horse HCh with Reg B crew of unarmed driver, 1 with JLS, B and 2 with JLS @ 41 pts .....	*1-4
Urartian Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI .....	*0-2/chariot
Urartian Cavalry Irr B MC JLS or L, Sh @ 21 pts or B @ 15 pts .....	*2-8
Extra to upgrade Urartian MC to HC @ 6 pts .....	any
Extra to upgrade Cavalry to Reg as Guards @ 6 pts .....	*0-3
Urartian Spearmen/Bowmen Reg C MI/LMI JLS, Sh @ 16 pts or B @ 12 pts .....	*6-24
Extra to upgrade Urartian Spearmen/Bowmen to HI/LHI @ 8 pts .....	any
Urartian Javelinmen/Slingers/Archers Irr C LI JLS or S or B @ 4 pts .....	*0-18
Extra to upgrade Urartian Javelinmen/Slingers/Archers to Reg C @ 2 pts .....	any
Extra to give Sh to Urartian Javelinmen/Slingers @ 2 pts .....	any
Late Period (720 BC - 650 BC)	
Extra to upgrade generals to HC JLS, Sh and 2 Irr B HC JLS, Sh @ 18 pts .....	all
Extra to upgrade HI/MI Spearmen to Reg C @ 4 pts .....	any
Lydian Ally-general as HC L and 2 Irr B HC L @ 89 pts .....	*1
Lydian Noble Cavalry Irr B HC L @ 21 pts .....	*2-6
Extra to upgrade Lydian Noble Cavalry to EHC @ 4 pts if general's element, @ 6 pts if other .....	0-1/2
Lydian Spearmen Reg C HI/MI LTS, Sh @ 24 pts if HI, @ 16 pts if MI .....	*0-12
Lydian-led Ionian Greek Hoplites Reg C HI/MI LTS, Sh @ 24 pts if HI, @ 16 pts if MI .....	*0-8
Lydian Slingers/Archers Irr C LI S, Sh @ 6 pts or B @ 4 pts .....	*0-8

Climate: Warm.

Boats: No.

Notes: Spearmen may not be "famine-driven" in the Middle or Late Periods. If Urartian HC is used, the Urartian Ally-general's chariot must be upgraded. Chariots may have a detachment of Chariot Runners of the same nationality. Minimums marked \* apply only if any such troops are used in that period.

### 34. Cimmerian 720 BC – 600 BC

CinC as HC JLS, B and 2 Irr B HC JLS, B @ 116 pts .....	1
Sub-general as HC JLS, B and 2 Irr B HC JLS, B @ 66 pts .....	0-3
Noble Cavalry Irr B HC JLS, B @ 24 pts .....	2-16
Horse Archers Irr C LC B @ 8 pts .....	18-96
Cimmerian Warriors Irr C LMI JLS @ 6 pts .....	0-48
Extra to give 2HCW to Cimmerian Warriors @ 3 pts .....	0-1/2
Cimmerian Javelinmen Irr C LI JLS @ 4 pts .....	0-24
Cimmerian Slingers Irr C LI S @ 4 pts .....	0-12
Extra to give Sh to Cimmerian Warriors/Javelinmen/Slingers @ 3 pts if LMI, @ 2 pts if LI .....	any

Cimmerian Archers Irr C LI B @ 4 pts.....	0-24
Unwilling Tribal Infantry or armed Dependents Irr E LMI JLS or IPW or B @ 1.5 pts.....	0-48
Extra to upgrade Unwilling Tribal Infantry to Irr D @ 1.5 pts.....	any
Extra to give Sh to Irr D JLS-armed Unwilling Tribal Infantry.....	any
Phrygian Sub-general with JLS in two-horse LCh with Irr B crew of unarmed driver @ 50 pts or as	
HC JLS plus 2 Irr B HC JLS @ 64 .....	*1
Phrygian Chariotry two-horse LCh with Irr B crew of unarmed driver and 1 with JLS @ 16 pts .....	*0-4
Extra to give B to JLS-armed chariot crewmen @ 1pts .....	any
Phrygian Noble Cavalry Irr B HC JLS @ 21 pts.....	*0-4
Phrygian Light Cavalry Irr C LC JLS or B @ 8 pts .....	*0-6
Phrygian Spearmen Irr C MI/LMI JLS @ 8 pts if MI, @ 6 pts if LMI.....	*6-24
Extra to upgrade Phrygian Spearmen to HI/LHI @ 8 pts if MI, @ 6 pts if LMI .....	0-1/2
Phrygian Bowmen Irr C MI/LMI @ 8 pts if MI, @ 6 pts if LMI.....	*0-6
Phrygian Javelinmen/Slingers/Archers Irr C LI JLS or S or B @ 4 pts.....	*0-18
Extra to give Sh to Phrygian Spearmen/Javelinmen/Slingers @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI.....	any

Climate: Dry.

Boats: No.

Notes: A Phrygian Sub-general can command only Phrygian troops, and such troops may only be commanded by him. Minimums marked \* apply only if any such troops are used.

### 35. Neo-Assyrian Empire 745 BC – 610 BC

CinC with JLS, B in four-horse HCh with Reg A crew of unarmed driver with PA standard and 1 with JLS @ 108 pts. 1	
PA standard to accompany CinC @ 30 pts.....	0-1
Sub-general with JLS, B in four-horse HCh with Reg A crew of unarmed driver and 1 with JLS @ 58 pts .....	0-3
P standard to accompany Sub-general @ 10 pts .....	all/none
Qurubuti four-horse HCh with Reg A crew of unarmed driver and 1 with JLS, B and 1 with JLS @ 36 pts.....	0-4
Kisir Sharruti four-horse HCh with Reg B crew of unarmed driver and 1 with JLS, B and 1 with JLS @ 34 pts.....	4-12
Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI .....	0-2/chariot
Qurubuti Guard Cavalry Reg A HC JLS or L, B @ 36 pts, and/or B @ 30 pts.....	0-8
Kisir Sharruti Cavalry Reg B MC JLS or L, B @ 27 pts, and/or B @ 21 pts.....	2-12
Sab Sarri Cavalry Reg C MC JLS or L, B @ 24 pts, and/or B @ 18 pts .....	0-8
Sab Sarri Scouts Reg C LC B @ 12 pts.....	0-6
Qurubuti Guard Infantry Reg A HI/LHI JLS, Sh @ 32 pts, and/or B @ 28 pts .....	0-8
Kisir Sharruti Reg B MI/LMI JLS, Sh @ 20 pts, and/or B @ 16 pts.....	6-32
Sab Sarri Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI.....	6-24
Sab Sarri Bowmen Irr C MI/LMI B @ 8 pts if MI, @ 6 pts if LMI .....	6-24
Slingers Irr C LMI/LI S, Sh @ 16 pts if LMI, @ 8 pts if LI .....	0-12
Sha Kutalli Spearmen/Bowmen Reg D MI/LMI JLS, Sh @ 12 pts, and/or B @ 8 pts .....	*12-36
Dikut Mati Irr D MI JLS or B @ 4 pts, or Irr E LMI JLS or B @ 1.5 pts.....	*8-48
Extra to give Sh to JLS-armed Irr D Dikut Mati @ 4 pts.....	any
Aramaeen Javelinmen Irr C LI JLS @ 2 pts.....	0-12
Aramaeen Slingers Irr C LI S @ 2 pts .....	0-12
Extra to give Sh to Aramaean Javelinmen/Slingers @ 2 pts.....	any
Aramaeen Archers Irr C LI B @ 2 pts .....	0-24
Early Period (745 BC – 704 BC)	
Extra to upgrade HCh by adding 1 crewman with JLS @ 8 pts if Reg A, @ 7 pts if Reg B .....	any

Extra to upgrade MC to HC @ 6 pts .....	0-1/2
Extra to upgrade Kisir Sharruti infantry to HI/LHI @ 8 pts .....	any
Extra to upgrade Sab Sarri to Reg @ 4 pts if MI, @ 7 pts if LMI Spearmen, @ 6 pts if LMI Bowmen .....	any
Extra to upgrade Reg Sab Sarri to HI/LHI @ 8 pts .....	0-1/2
Elamite Mercenaries Irr C LMI B @ 6 pts .....	0-8
Neo-Hittite/Aramaeen Ally-general with JLS, B in two-horse HCh with Reg B	
crew of unarmed driver and 1 with JLS @ 82 pts .....	*1
Neo-Hittite/Aramaeen Chariotry two-horse HCh Reg B crew of unarmed driver, 1	
with JLS,B and 1 with JLS @ 28 pts .....	*1-4
Extra to add two horses and 1 crew with JLS to HCh @ 13 pts if Reg B, @ 14 pts if Reg A .....	any
Neo-Hittite/Aramaeen Chariot Runners Reg B LMI/LI JLS, Sh @ 20 pts if LMI, @ 10 pts if LI .....	*0-2/chariot
Neo-Hittite/Aramaeen Cavalry Reg C MC JLS, Sh @ 24 pts or B @ 18 pts .....	*0-4
Extra to upgrade Neo-Hittite/Aramaeen Cavalry to HC @ 6 pts .....	any
Neo-Hittite/Aramaeen Spearmen Reg C MI/LMI JLS, Sh @ 16 pts.....	*0-12
Neo-Hittite/Aramaeen Bowmen Reg C LMI B @ 12 pts .....	*0-12
Extra to upgrade Neo-Hittite/Aramaeen Spearmen/Bowmen to Reg B @ 4 pts.....	any
Neo-Hittite/Aramaeen Syrian Spearmen Irr C MI/LMI JLS, Sh @ 12 pts if MI, @ 9 pts if LMI .....	*0-12
Neo-Hittite/Aramaeen Syrian Javelinmen Irr C LI JLS @ 4 pts .....	*0-12
Neo-Hittite/Aramaeen Syrian Slingers Irr C LI S @ 4 pts .....	*0-6
Extra to give Sh to Neo-Hittite/Aramaeen Syrian Javelinmen/Slingers @ 2 pts .....	any
Neo-Hittite/Aramaeen Syrian Archers Irr C LI B @ 4 pts.....	*0-12
Middle Period (703 BC – 667 BC)	
Extra to upgrade Sub-generals to Reg A HC JLS or L, B @ 20 pts.....	any
Extra to upgrade HCh by adding 1 crewman with JLS @ 8 pts if Reg A, @ 7 pts if Reg B .....	all
Extra to upgrade MC to HC @ 6 pts .....	all
Extra to upgrade Cavalry to EHC @ 4 pts if general's element, @ 6 pts if HC .....	0-½
Extra to upgrade Kisir Sharruti infantry to HI/LHI @ 8 pts .....	any
Extra to upgrade Sab Sarri to Reg @ 4 pts if MI, @ 7 pts if LMI Spearmen, @ 6 pts if LMI Bowmen .½ to all	
Extra to upgrade Reg Sab Sarri to HI/LHI @ 8 pts .....	any
Arab Vassal Camelry Irr D MCm, 2 with B @ 12 pts .....	0-8
Elamite Mercenary Cavalry Irr C LC JLS, B @ 10 pts .....	0-6
Elamite Mercenary Spearmen/Bowmen Irr C LMI JLS, Sh @ 9 pts or B @ 6 pts .....	0-24
Median Ally-general mounted as HC JLS, B and 2 Irr B HC JLS, B @ 91 pts.....	*1
Median Allied Cavalry Irr B HC JLS, B @ 24 pts .....	*4-12
Median Allied Light Cavalry Irr C LC JLS, B @ 10 pts.....	*0-8
Median Spearmen/Bowmen Irr C MI JLS, Sh @ 12 pts or B @ 8 pts .....	*8-24
Median Allied Skirmishers Irr C LI JLS, Sh @ 6 pts or B @ 4 pts .....	*0-12
Saitic Egyptian Vassal Spearmen Reg D MI JLS or LTS, Sh @ 12 pts.....	*6-24
Saitic Egyptian Vassal Bowmen Reg D MI B @ 8 pts .....	*6-24
Extra to upgrade Saitic Egyptian Vassal Spearmen/Bowmen to HI @ 8 pts .....	0-1/2 of each type
Extra to upgrade Saitic Egyptian Vassal Spearmen/Bowmen to Reg C @ 4 pts .....	0-1/2 of each type
Skythian Ally-general as HC JLS, B and 2 Irr B HC JLS, B @ 91 pts.....	**1
Skythian Allied Cavalry Irr B HC JLS, B @ 24 pts .....	**2-4
Extra to give Skythian Allied Cavalry Sh @ 6 pts .....	any
Skythian Allied Horse Archers Irr C LC B @ 8 pts .....	**8-24
Extra to give Skythian Allied Horse Archers JLS @ 2 pts and/or Sh @ 4 pts.....	any
Late Period (667 BC – 612 BC)	
Saitic Egyptian Vassals and Skythian Allies from the Middle Period	

Extra to upgrade Sub-generals to Reg A HC JLS or L, B @ 20 pts.....	any
Extra to upgrade HCh by adding 1 crew with JLS @ 8 pts if Reg A, @ 7 pts if Reg B.....	all
Extra to upgrade MC to HC @ 6 pts .....	all
Extra to upgrade Cavalry to EHC @ 4 pts if general's element, @ 6 pts if HC.....	½ to all
Extra to upgrade Kisir Sharruti infantry to HI/LHI @ 8 pts .....	any
Extra to upgrade Sab Sarri to Reg @ 4 pts if MI, @ 7 pts if LMI Spearmen, @ 6 pts if LMI Bowmen.....	all
Extra to upgrade Reg Sab Sarri to HI/LHI @ 8 pts .....	any
Extra to exchange Qurubuti Guard or Kisir Sharutti foot JLS for LTS @ 0 pts .....	any
Post-Imperial Period (612-610)	
Upgrades/exchanges from the Late Period	
Saitic Egyptian Ally-general with B in four-horse HCh with Reg A crew of unarmed driver and 1 with JLS and P standard @ 93 pts.....	*1
Saitic Egyptian Charioty four-horse HCh with Reg B crew of unarmed driver and 1 with B and 1 with JLS @ 34 pts .....	*0-4
Saitic Egyptian Chariot Runners Reg C LMI/LI JLS or B, Sh @ 16 pts if LMI, @ 8 pts if LI .....	*0-2/chariot
Saitic Egyptian Cavalry Irr C LC JLS or B @ 8 pts .....	*0-6
Saitic Egyptian Spearmen Reg D MI LTS or JLS, Sh @ 12 pts.....	*6-18
Saitic Egyptian Bowmen Reg D MI/LMI B @ 8 pts .....	*6-18
Saitic Egyptian Javelinmen Reg D LMI/LI JLS, Sh @ 12 pts if LMI, @ 6 pts if LI.....	*0-12
Extra to upgrade Spearmen/Bowmen/Javelinmen to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI .....	any
Ionian Greek Hoplites Reg C MI LTS, Sh @ 16 pts.....	*6-18
Extra to upgrade Ionian Greek Hoplites to HI @ 8 pts.....	any
Extra to give Pa to Assyrian B-armed HI/MI @ 4 pts .....	any
Extra to give D to Assyrian Reg JLS-armed infantry @ 4 pts.....	any

Climate: Dry.

Boats: Yes.

List Rules: 1) Assyrian Infantry Rules apply to Qurubuti, Kisir Sharruti and Reg Sab Sarri infantry and, in the Early Period, to Reg B Neo-Hittite/Aramaeen Spearmen/Bowmen. 2) Skythian cavalry charging, countercharging, or pursuing fights at 1.5 ranks in hand-to-hand combat. 3) Barbarian Infantry Rules do not apply to Sab Sarri, Dikut Mati, Neo-Hittite/Aramaeen Syrian Spearmen, Elamite Mercenary Spearmen or Median Spearmen

Notes: Chariots may have a detachment of Chariot Runners of the same nationality, and bodies including a general's element may have a detachment of Qurubuti Cavalry. Sab Sarri and Neo-Hittite/Aramaeen Spearmen/Bowmen may fight in mixed units of the same nationality and order. Qurubuti, Kisir Sharutti, Reg Sab Sarri and Neo-Hittite/Aramaeen Spearmen/Bowmen may each fight as a parent body of spearmen and a detachment of bowmen. Median and Skythian Allies may not be used together in the Middle Period. An army in the Post-Imperial Period may include no Qurubuti Cavalry or Guards and no more than 12 elements of Kisir Sharutti, and must include at least the minimum of both Sha Kutalli and Dikut Mati, who may also be taken to represent disaffected provincial regiments. Minimums marked \* or \*\* apply only if any such troops are used in that period.

### 36. Kushite Egyptian 715 BC – 660 BC

Kushite CinC with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 100 pts.....	1
PA standard to accompany CinC @ 15 pts.....	0-1
Kushite Sub-general with JLS, B in two-horse LCh with Irr B crew of unarmed driver @ 50 pts or mounted as HC JLS, Sh and 2 Irr B HC JLS, Sh @ 68 pts .....	0-3
P standard to accompany Sub-generals @ 5 pts.....	all/none
Kushite Charioty two-horse LCh with Irr B crew of unarmed driver and 1 with JLS, B @ 17 pts .....	0-8

Extra to upgrade Kushite Chariotry to four-horse HCh by adding two-horses and 1 crew with B @ 6 pts if general's element, @ 10 pts if others.....	any
Extra to upgrade Kushite Chariotry to Irr A @ 1 pt if LCh or general's HCh, @ 2 pts if other HCh.....	all/none
Kushite Chariot Runners Irr B LMI/LI JLS, Sh @ 12 pts if LMI, @ 8 pts if LI.....	0-2/chariot
Extra to upgrade Kushite Chariot Runners to Irr A @ 3 pts if LMI, @ 2 pts if LI.....	all/none
Kushite Cavalry Irr B MC JLS, Sh @ 21 pts.....	0-12
Extra to upgrade Kushite Cavalry to HC @ 6 pts.....	0-1/2
Extra to upgrade Kushite Cavalry to Irr A @ 3 pts.....	all/none
Kushite Warriors Irr C LMI/LI JLS @ 6 pts if LMI, @ 4 pts if LI.....	12-48
Extra to upgrade Kushite Warriors to Irr A @ 6 pts if LMI, @ 4 pts if LI.....	all/none
Kushite Bowmen Irr C MI/LMI/LI B @ 8 pts if MI, @ 6 pts if LMI, @ 4 pts if LI.....	12-48
Kushite Slingers Irr C LI S @ 4 pts.....	6-18
Extra to give Kushite infantry Sh @ 4 pts if MI, @ 3 pts if LMI, @ 2 pts if LI.....	any
Native Egyptian Ally-general with JLS, B in two-horse LCh with Reg B crew of unarmed driver and P standard @ 85 pts.....	*1
Native Egyptian Chariotry with Reg C crew of unarmed driver and 1 with JLS, B @ 20 pts.....	*0-3
Extra to upgrade Egyptian Chariotry to four-horse HCh by adding two-horses and 1 crew with B @ 12 pts.....	any
Native Egyptian Chariot Runners Reg C LMI/LI JLS or B, Sh @ 16 pts if LMI, @ 8 pts if LI.....	0-2/chariot
Native Egyptian Cavalry Reg C LC JLS, Sh @ 16 pts or B @ 6 pts.....	*0-8
Native Egyptian Spearmen Reg D MI JLS, Sh @ 12 pts.....	*4-18
Extra to give 2HCW to Native Egyptian Spearmen @ 4 pts.....	0-1/2
Native Egyptian Bowmen Reg D MI/LMI B @ 8 pts.....	*4-18
Extra to upgrade MI/LMI Native Spearmen/Bowmen to HI/LHI @ 8 pts.....	0-1/2 of each type
Native Egyptian Javelinmen Reg D LMI/LI JLS, Sh @ 12 pts if LMI, @ 6 pts if LI.....	**0-12
Extra to upgrade Native Egyptian infantry to Reg C @ 4 pts if MI/LMI, @ 2 pts if LI.....	any

Climate: Dry.

Boats: Yes.

List Rules: As an exception to Warrior 12.322, movement by Native Egyptian Javelinmen across a marsh is not restricted or reduced

Notes: If any Kushites are upgraded to Irr A, then all eligible Kushites must be so upgraded. Chariots may have a detachment of Chariot Runners of the same nationality. If Native Egyptians are used, then no Kushites can be upgraded to Irr A. Minimums marked \* apply only if any Egyptian troops are used.